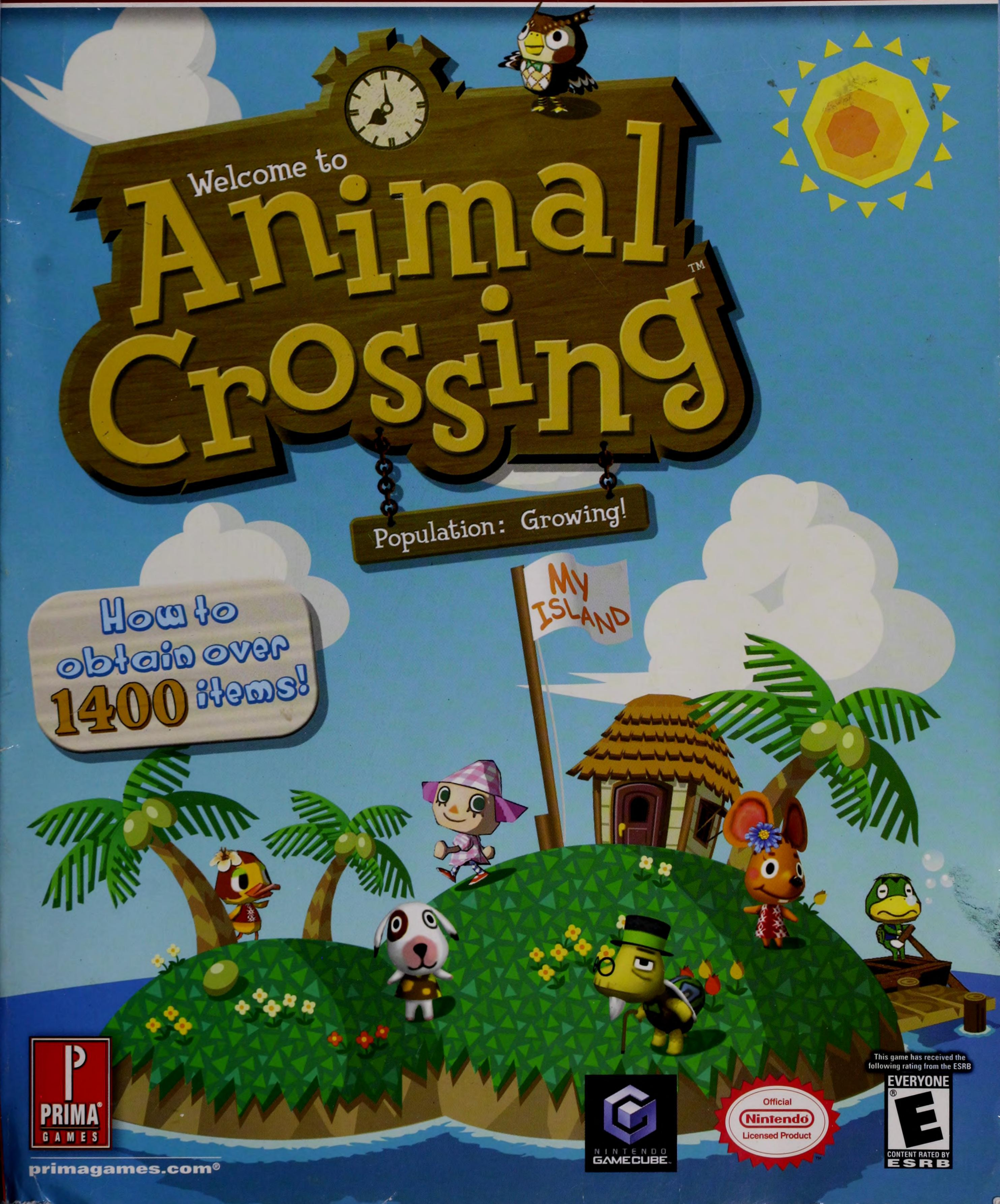
PRIMA'S OFFICIAL STRATEGY GUIDE

Welcome to Animal Crossing™

Population: Growing!

How to obtain over 1400 items!



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This game has received the following rating from the ESRB

EVERYONE

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Welcome to

Animal Crossing™

Population: Growing!

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A Division of Random House, Inc.

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Prima's Official Strategy Guide

David S.J. Hodgson

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Welcome to Animal Crossing

Nook's Cranny

Black Market

Are you ready to strike out on your own and lead an independent life? In *Animal Crossing*™ you can do exactly that—among animals. Time passes much like it does in the real world. Seasons and holidays come and go. The trees change color. It rains. It snows. What are you waiting for? Pack up your things and start a new life!

Animal Crossing isn't like other video games. The game has a beginning, but no middle, and no end. You can do what you like, when you like. It's your town. Your house. Take pride in continuing to make your settlement as fabulous as it can be. This is where we come in. We show you how to make money. We show you how to capture Insects and Fish, find rare Paintings and Fossils, and arrange your house into a wonderful living space. We include a list of all the objects in the game. But the real fun of the game is doing whatever you want in your town. Use this guide to help, but don't worry about obtaining everything. Have fun!

Beginning Your *Animal Crossing* Adventure!

K.K.
So, you've decided to move out? Get your own place? See the world?

So you're about to start life in your own fair town, living the life you've always dreamed of? Well, if your dream life consists of buying items from a raccoon, talking to squirrels, and designing umbrella patterns with hedgehogs, then you've come to the right place!

This section deals with the initial decisions you make when you first move into town. Then we check out the four different houses you can live in, how to work your Gyroid assistant, and how to make your home attractive. Next, we check out the map. After that, we'll list the types of chores and other antics you'll have fun doing!

POST OFFICE

Once that's over with, we'll run through how to write and mail letters, make Diary entries, write and play music, and how to make your house grow. Next come the emotional states of your town's inhabitants. We'll then check out a couple of sample rooms, talk about the NES games you can play, and finally let you in on some money-making schemes!

The rest of the guide is brimming with awesome information! Animal Husbandry deals with all the different NPCs (Non Player Characters) that appear, Out and About shows all the locations and characters in town, Nature's Way gives all the information you need for surviving on the land, and A Year in the Life details the calendar events happening in your town from September 2002 to December 2003.

Portia
You actually got it back for me, stinky☺?
Thank you so much, ruffian!

And if that's not enough, there's a diary of our game, detailing the first two months in the life of Stinky in Funktown—showing how unique each person's *Animal Crossing* experience can be! And last (but certainly not least) is a huge checklist to help you tick off every item in the game! Let's take the train into town....

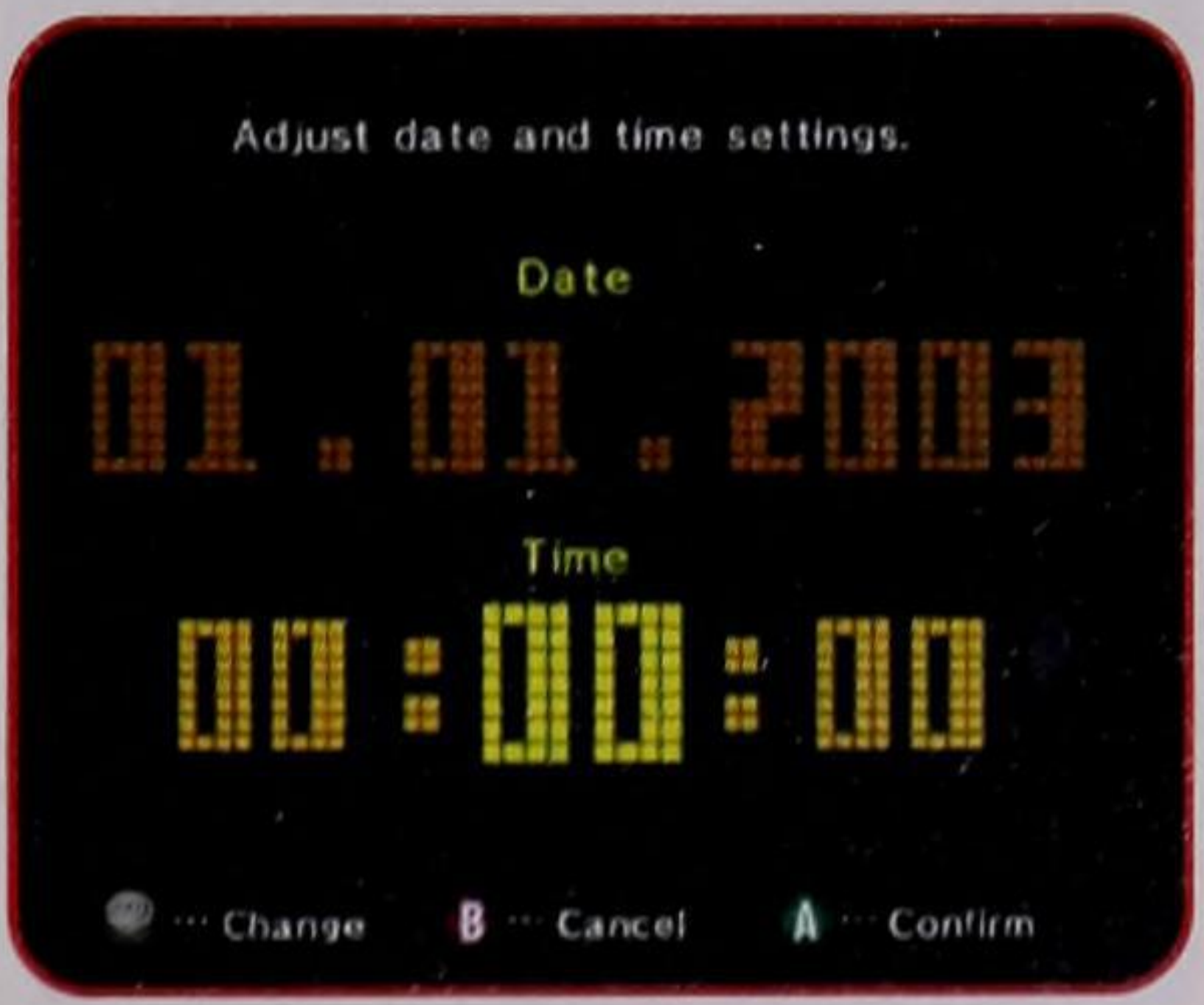
NOTE

Please note that your button configurations, notes on setting up your game, how to format and use Memory Cards, and how to fix your Game Boy Advance to your Nintendo GameCube are all covered in your Instruction Manual. Come back here once you've read the manual and are familiar with the game basics.

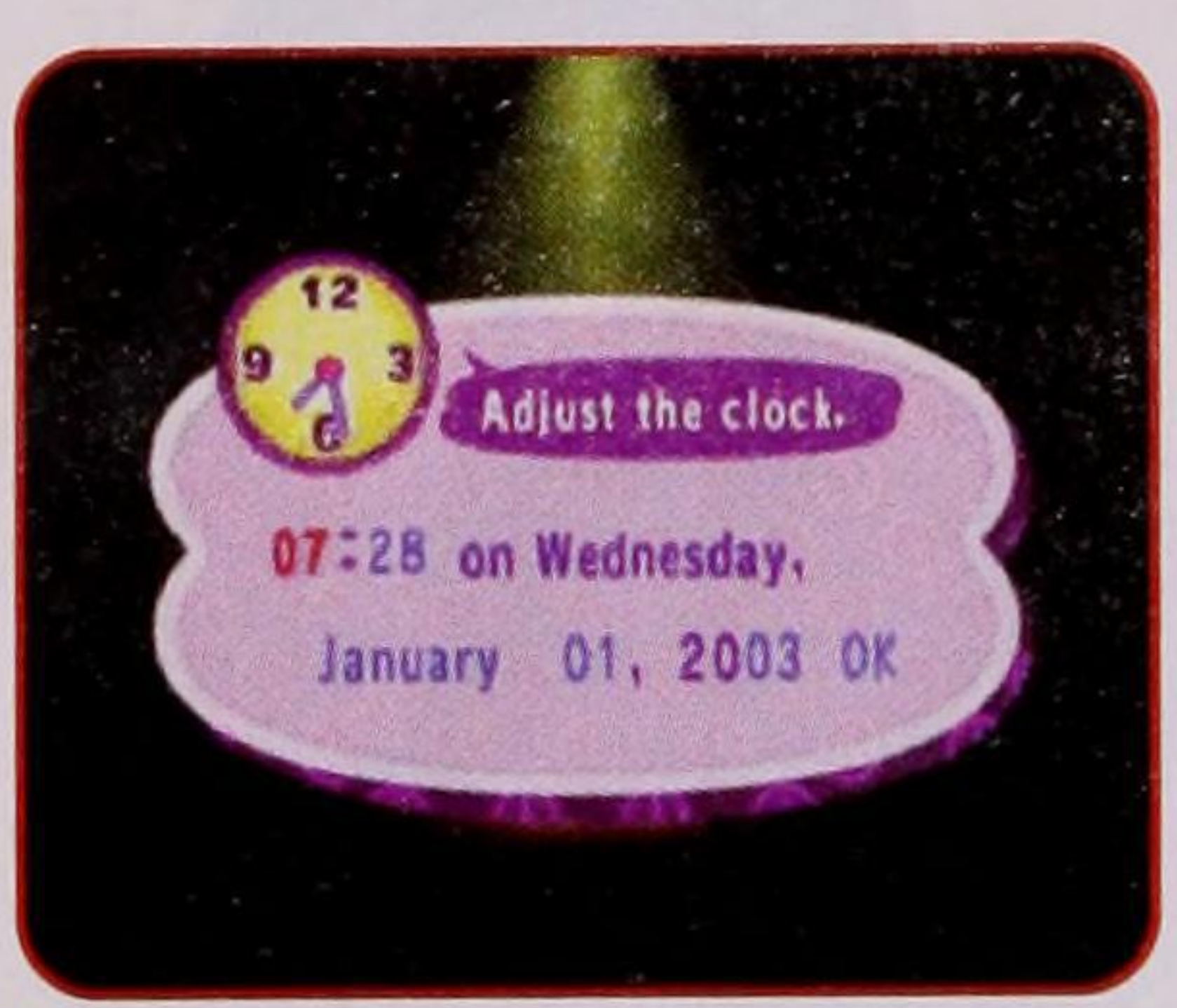
Entering Town with Rover the Cat

K.K.
Cool. We can change your settings.
First up is that groovy Rumble Feature.

Tweak your options at the beginning of the game, courtesy of K.K. Slider, the guitar-strumming hound. He allows you to fiddle with the Rumble setting, Sound, and the "speech" of the animals. Try all three speech types before you decide on the best one.


Adjust date and time settings.
Date
01 . 01 . 2003
Time
00 : 00 : 00

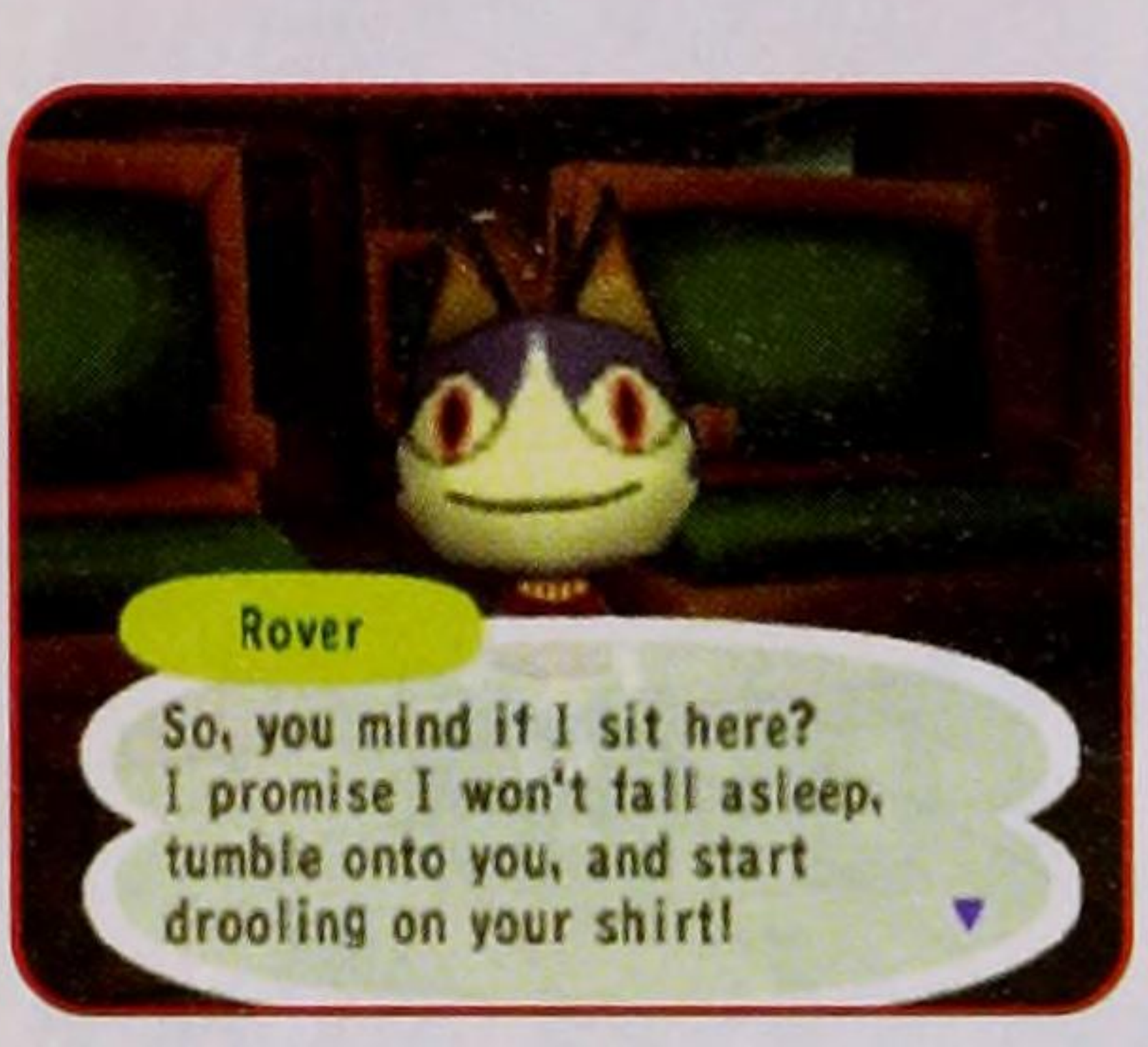
Also remember that this game takes place in real time. If it is 10 a.m. on Monday November 4, 2002, then you should set the game to that, too. Before you start your *Animal Crossing* game, hold ← and power on your Nintendo GameCube. Now make sure the clock settings are correct.



Adjust the clock.

07:28 on Wednesday,
January 01, 2003 OK

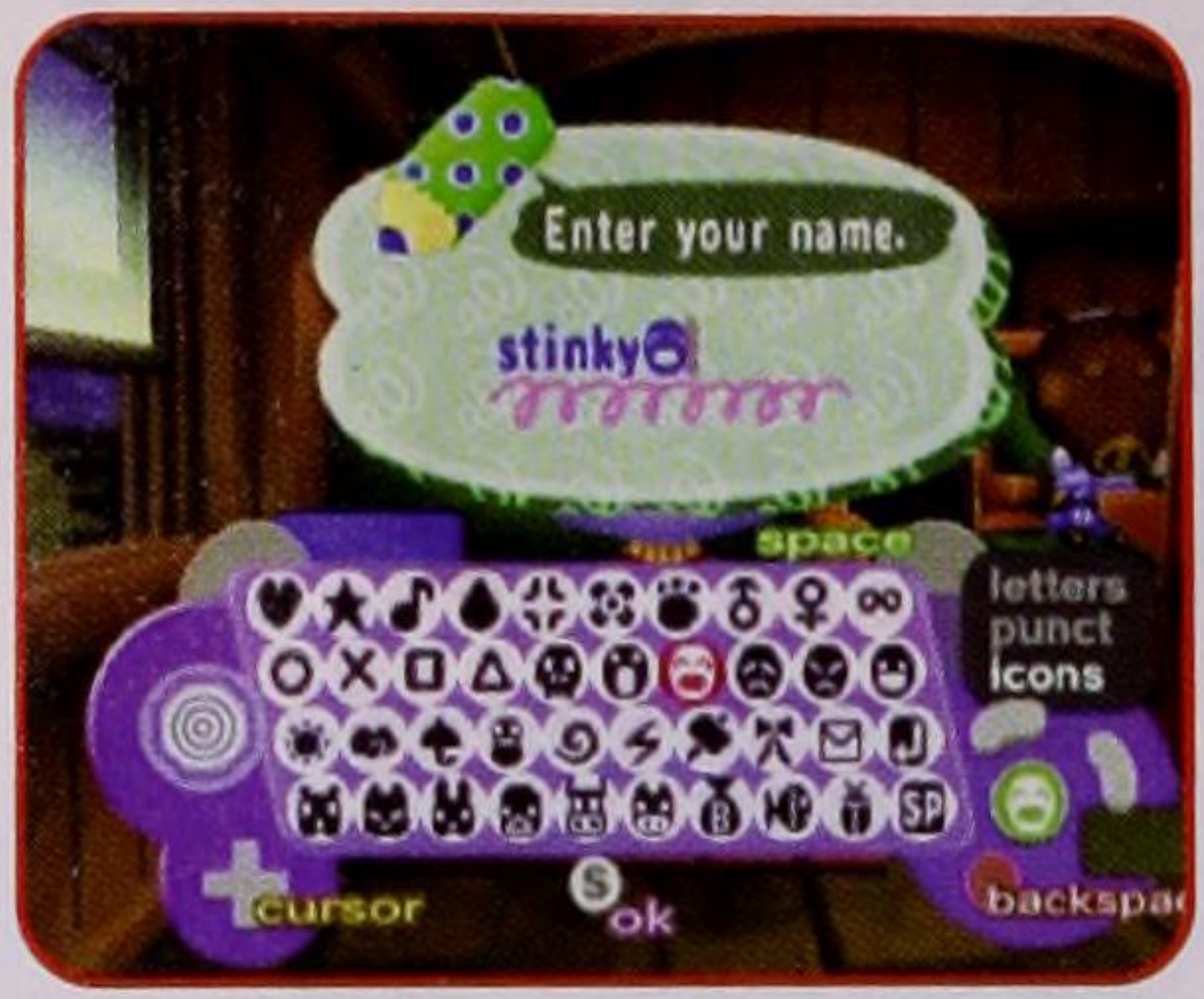
Each time you re-enter your village, you are prompted with a list of options. If you wait a moment and choose "other things," you can change the game clock in the game, without changing the Nintendo GameCube internal clock. But why would you? That's cheating!



Rover

So, you mind if I sit here? I promise I won't fall asleep, tumble onto you, and start drooling on your shirt!

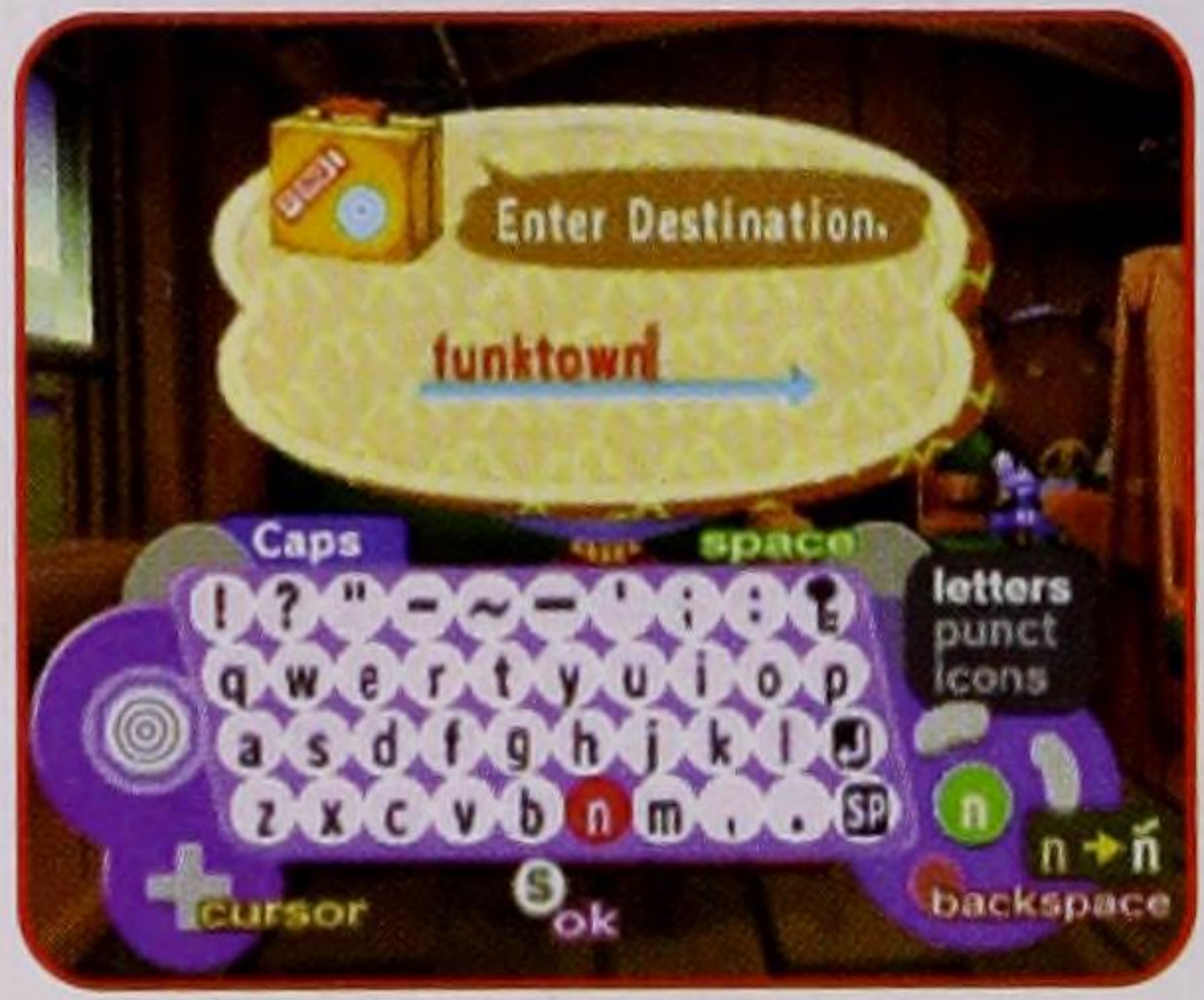
Once the time has been set, start the game and you're inside a train carriage bound for your new town. A friendly cat named Rover walks up and asks to sit down. It doesn't matter what you choose—he's sitting down anyway!



Enter your name.

stinky

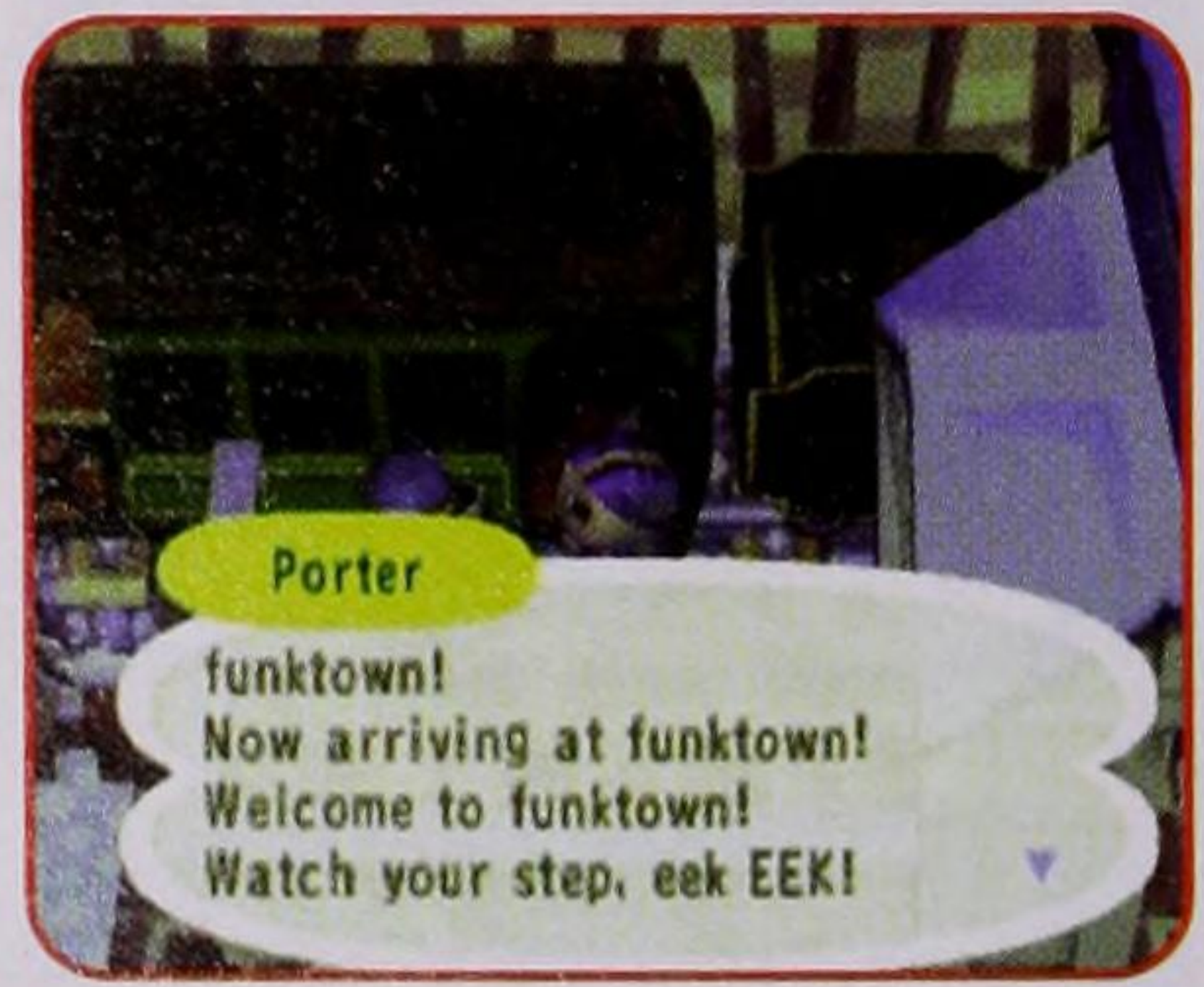
The only other person on the train is Joan, who sells Turnips for a living. You'll meet her later. But for now, answer all the cat's questions, name your character, and make sure you agree to the correct gender of your character!



Enter Destination.

funktown

Next enter a name for your town. It can be up to eight letters long, and make sure it's a fine town name for all the family to enjoy! Rover goes off to phone a friend in town, who will help you find a place to live.



Porter

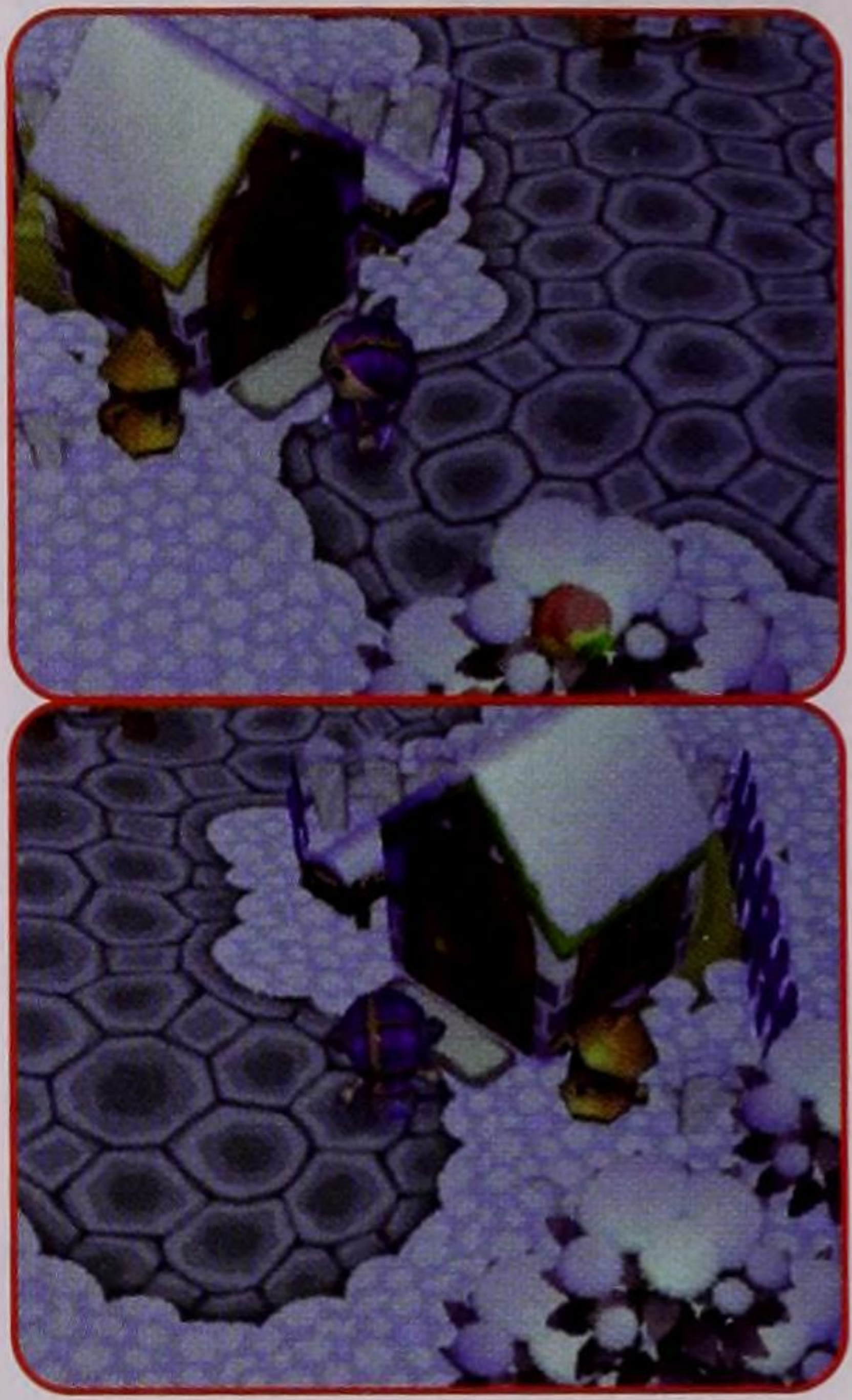
funktown!
Now arriving at funktown!
Welcome to funktown!
Watch your step, eek EEK!

When you arrive in your town, the conductor named Porter welcomes you on the station platform. You're off to meet Tom Nook, the proprietor of the only local shop in the settlement, and he's already found a place for you to stay!

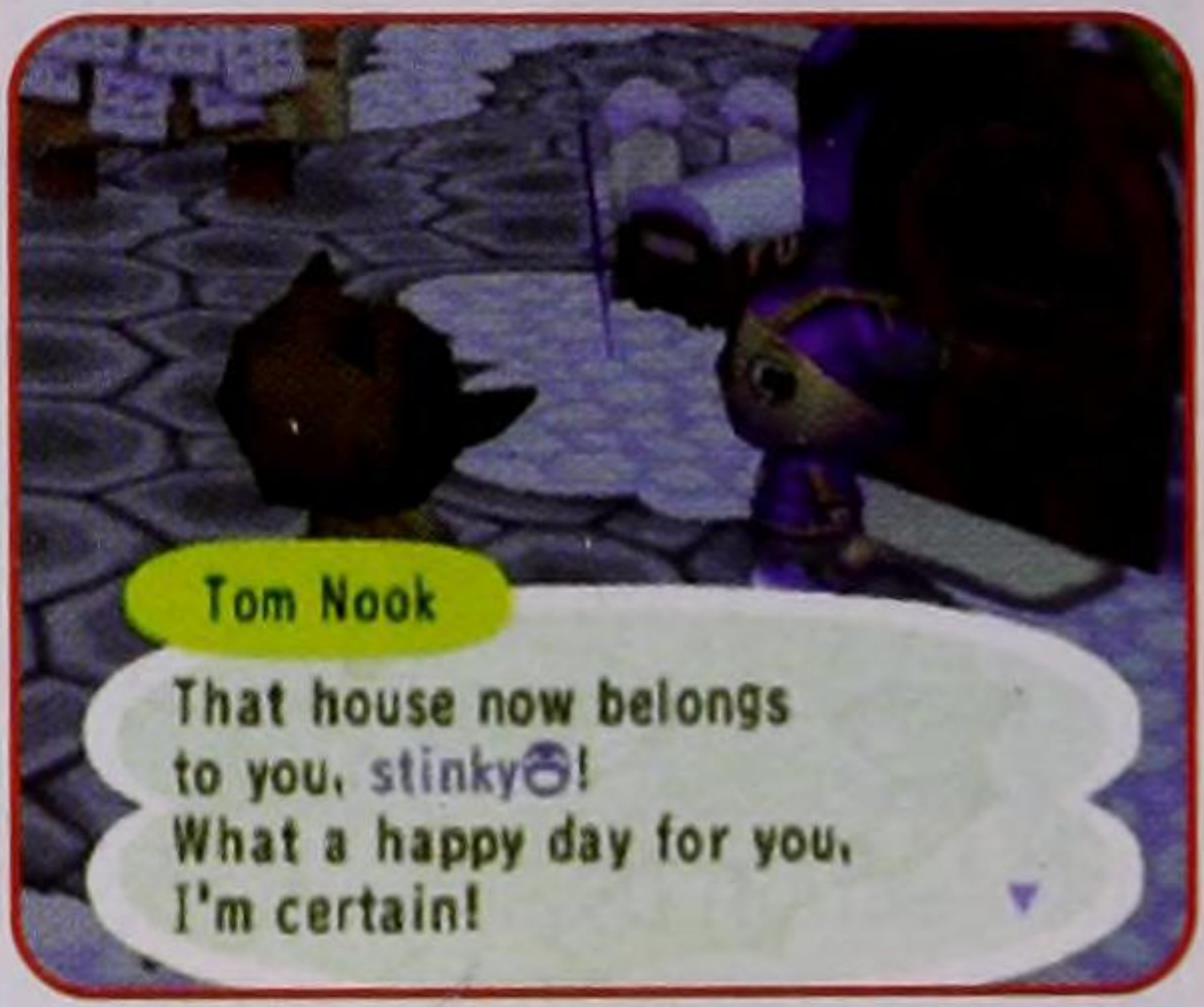
NOTE

Your character has one of eight randomly selected pairs of eyes. So each human character looks different! There are eight eye types for male, and eight for female characters. And what's more, if you leave your village, save your character to a second Memory Card, and start the first game again without the second card selected, your character has no eyes. Scary!

NOTICE
NOTICE



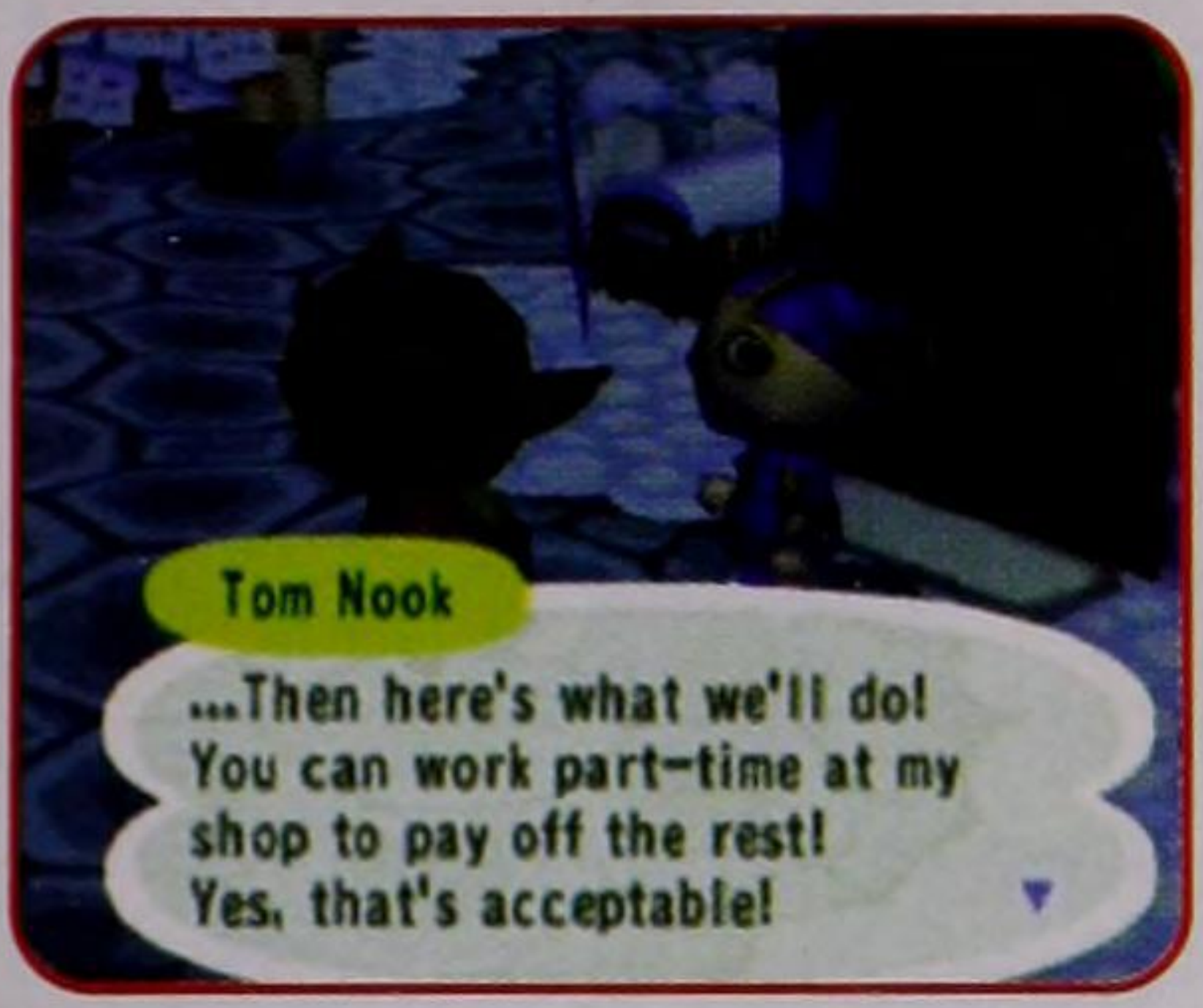
You can choose from four similar houses. They are all near each other, but each has a slightly different floor and wall texture and a different colored roof. Check out each one, choose your favorite, and meet Tom Nook again.



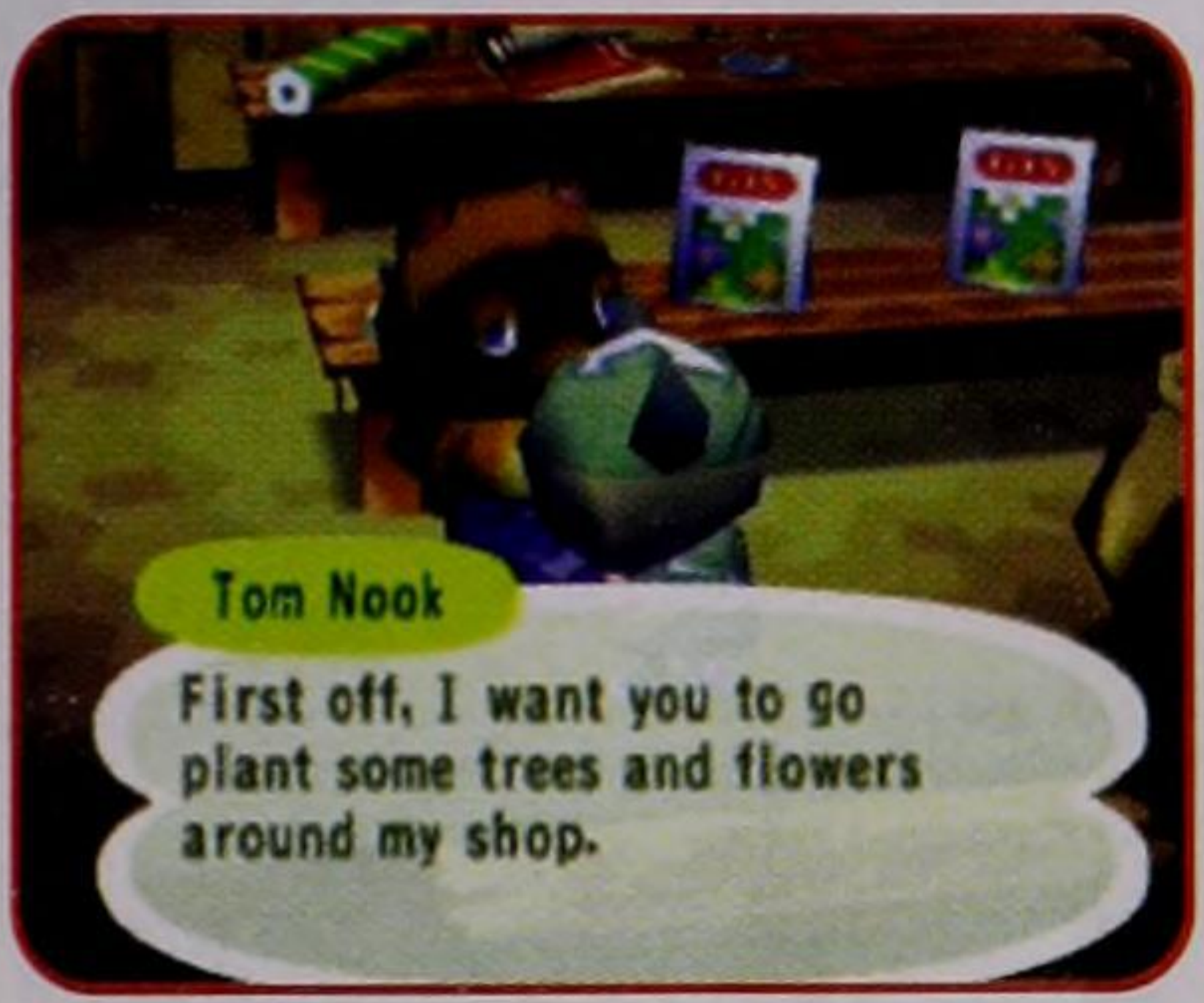
Tom Nook

That house now belongs to you, stinky!
What a happy day for you, I'm certain!

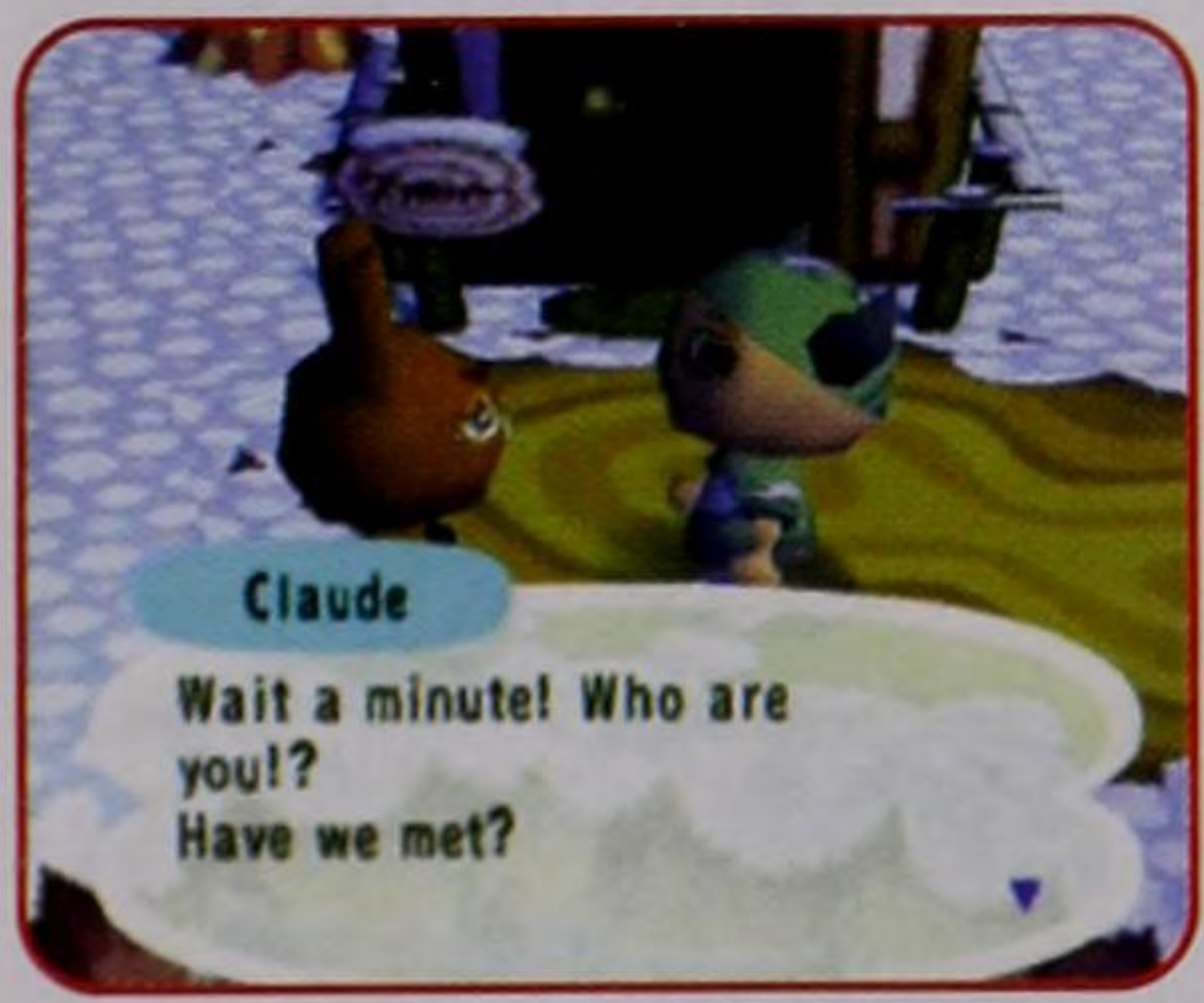
He's sold you a house! Now you can buy loads of cool furniture and music for the radio. There's also a Diary to record all your events. But hold on—you don't have any money! That house costs 19,800 Bells!


Tom Nook
...Then here's what we'll do!
You can work part-time at my shop to pay off the rest!
Yes, that's acceptable!

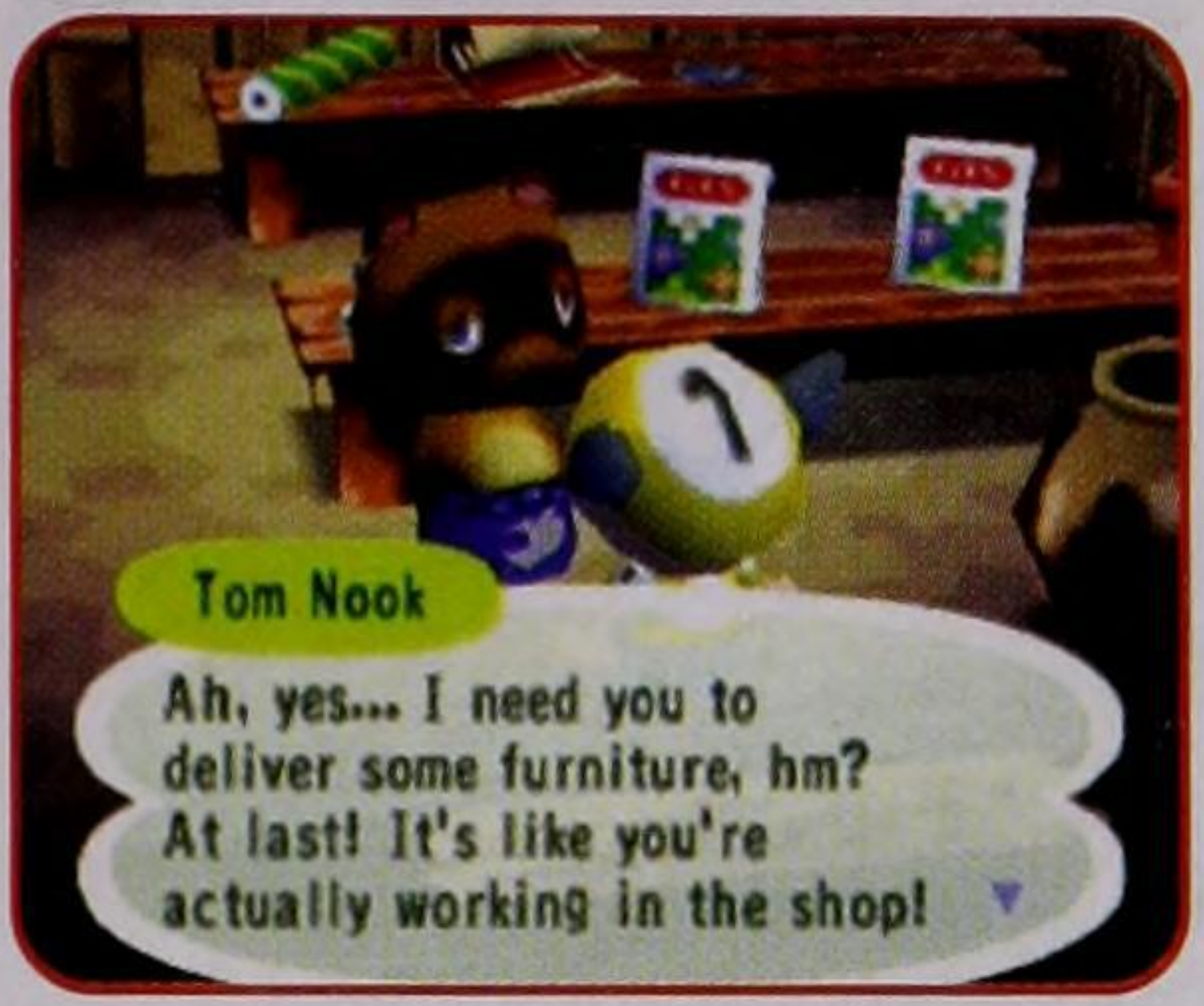
Tom Nook puts you to work so you can start the paying off the house loan. Don't worry—this doesn't last long, but you can't save your game or buy any items from Tom Nook's store until you finish your first chore.


Tom Nook
First off, I want you to go plant some trees and flowers around my shop.

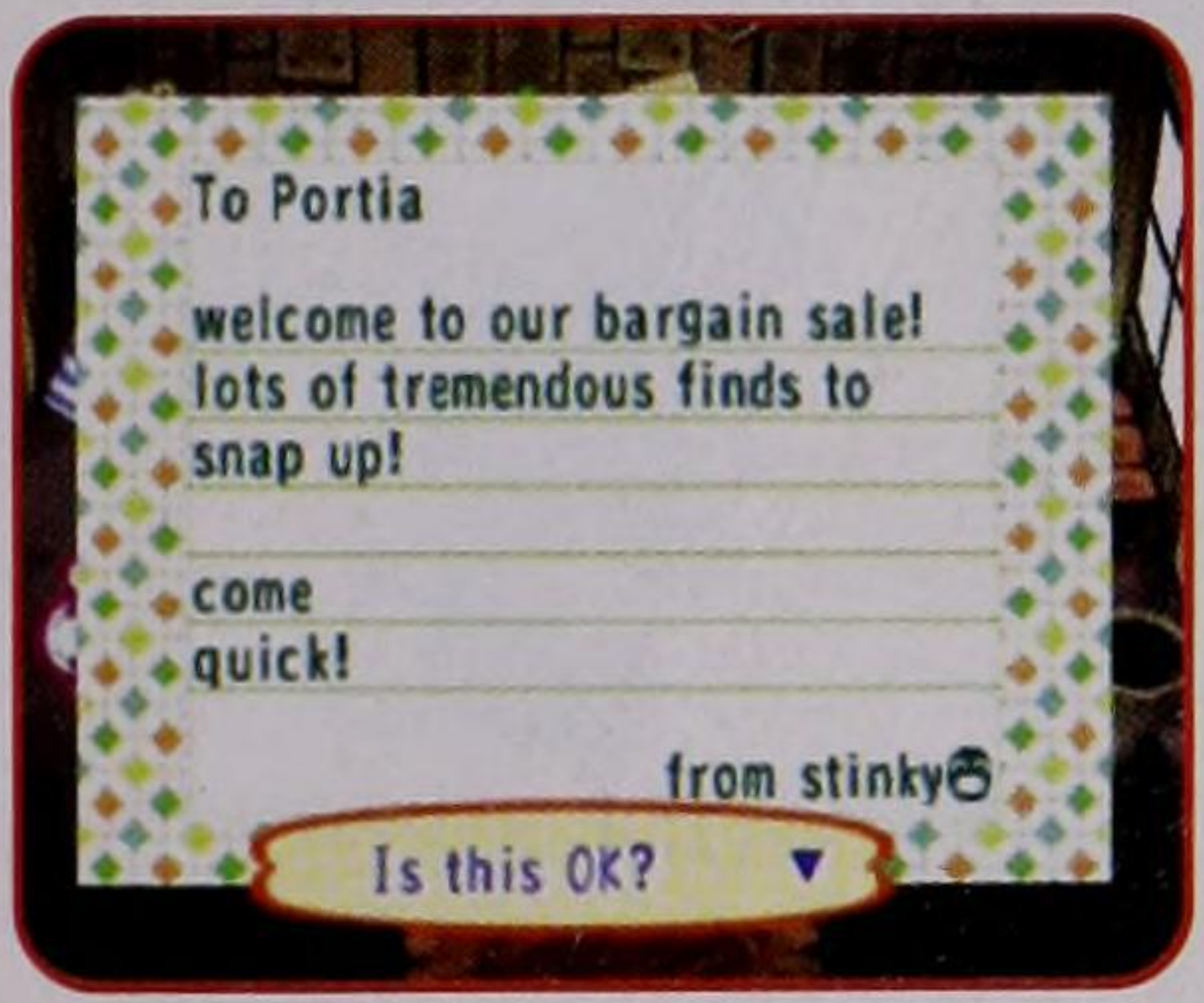
Tom Nook's first chore is for you to plant flowers around his shop. It doesn't matter how they look—just plant them in a pleasing way, and then return. He pays you 80 Bells for that. You've got a long way to go!


Claude
Wait a minute! Who are you!?
Have we met?

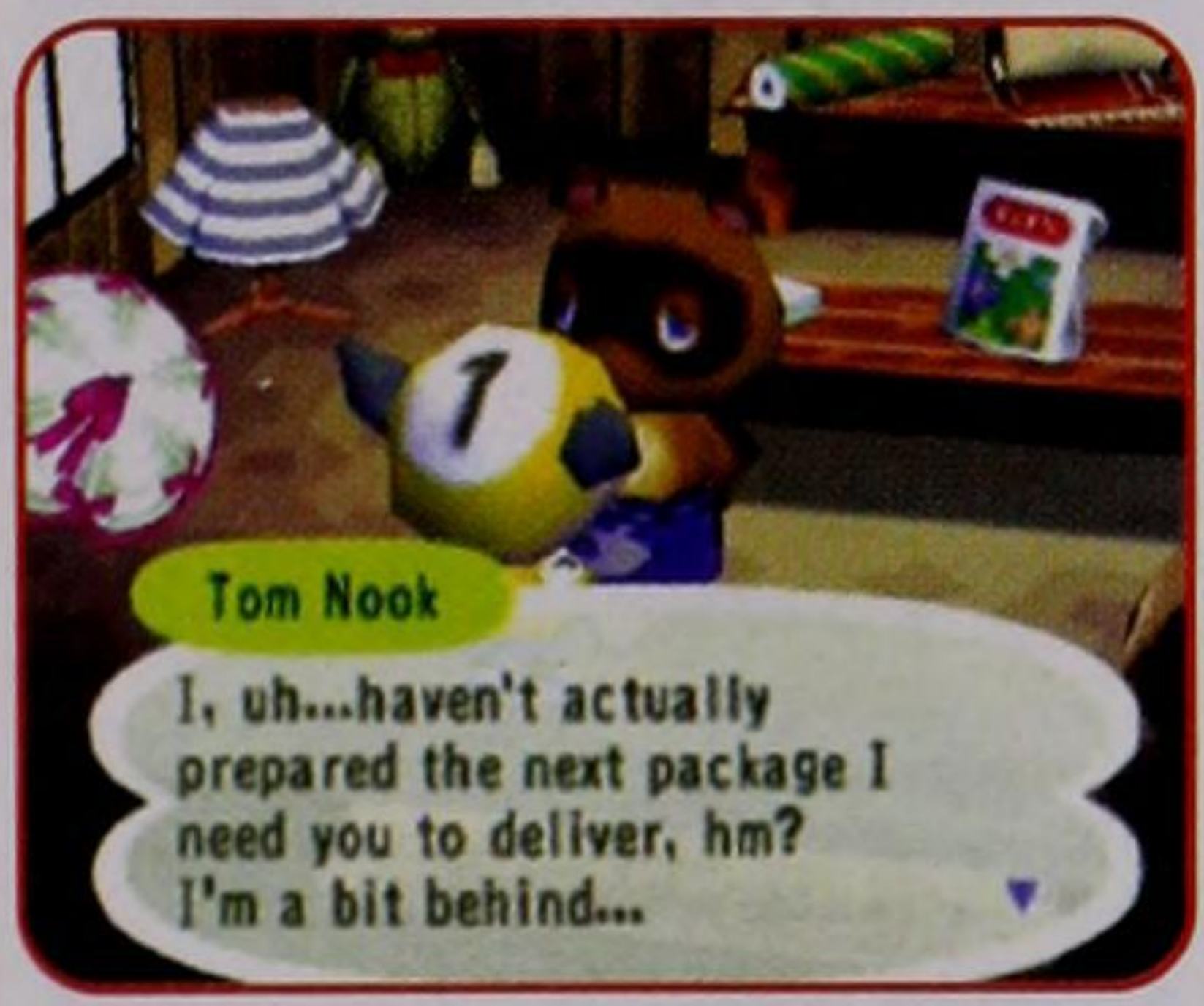
Now Tom Nook tells you to go meet all the people in town. Make sure you look at the map on the largest Notice Boards to find out where everybody lives. You need to visit all the inhabitants, the Museum, the Police Station, the Able Sisters' Design Store, and Mayor Tortimer at the Wishing Well.


Tom Nook
Ah, yes... I need you to deliver some furniture, hm?
At last! It's like you're actually working in the shop!

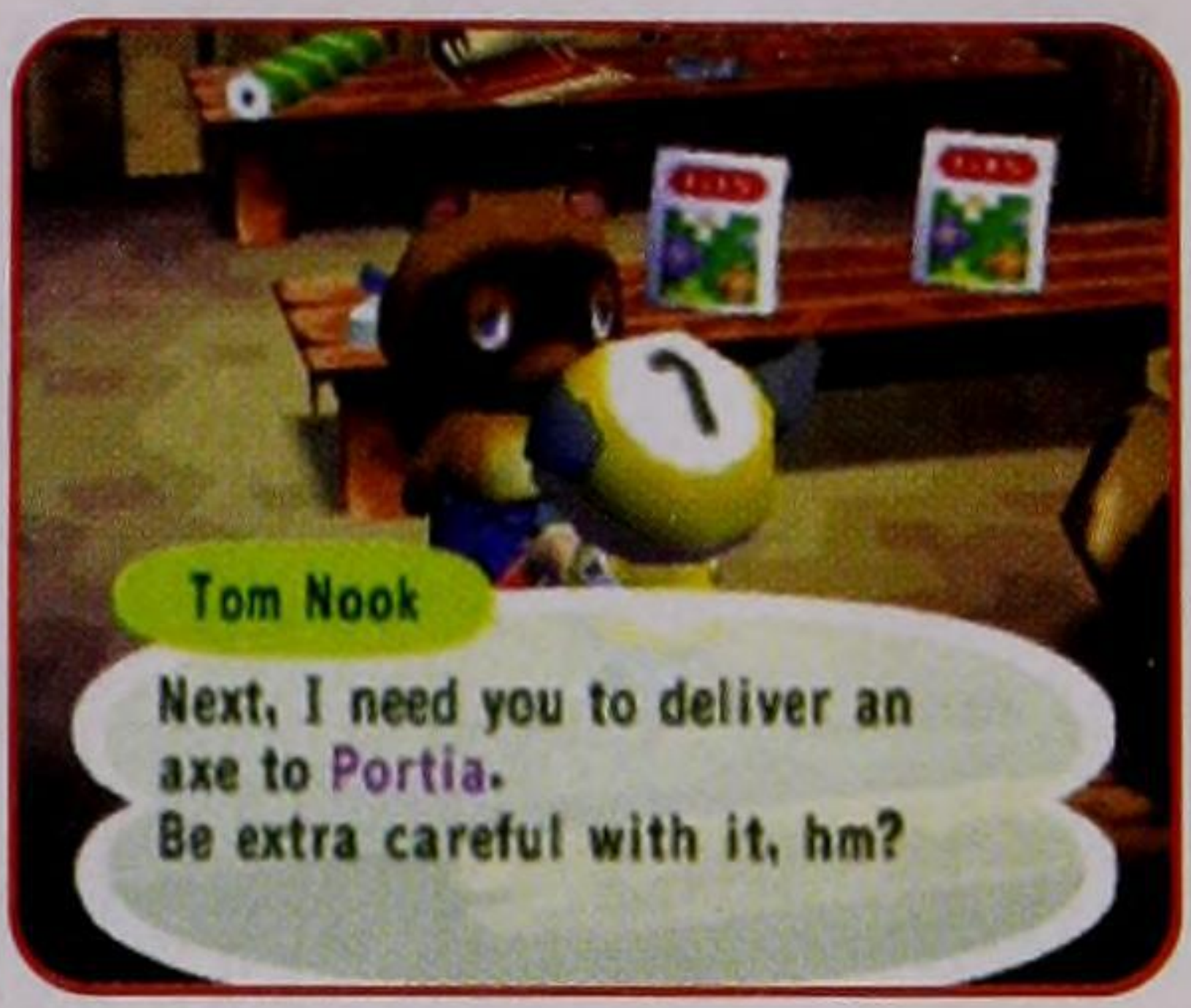
Once you've met everyone, Tom Nook gives you his next chore—to deliver a piece of furniture to one of the townsfolk. You get a map for this, and the map is useful for the rest of the game.


To Portia
welcome to our bargain sale!
lots of tremendous finds to snap up!
come quick!
from stinky☺
Is this OK?

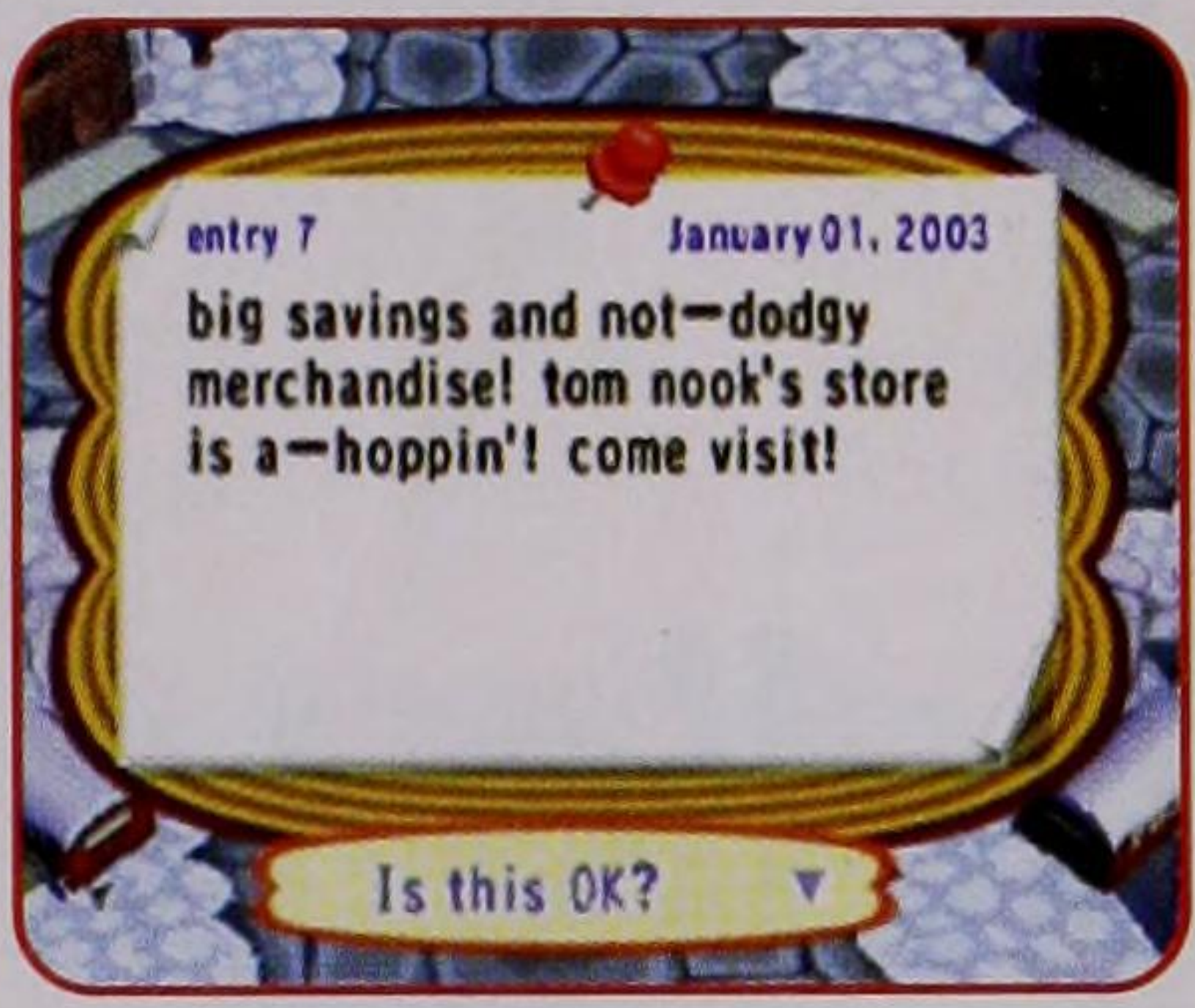
Next, Tom Nook wants you to write a letter to one of the townspeople about the incredible bargains on sale in the store. He even gives you the writing paper!


Tom Nook
I, uh...haven't actually prepared the next package I need you to deliver, hm?
I'm a bit behind...

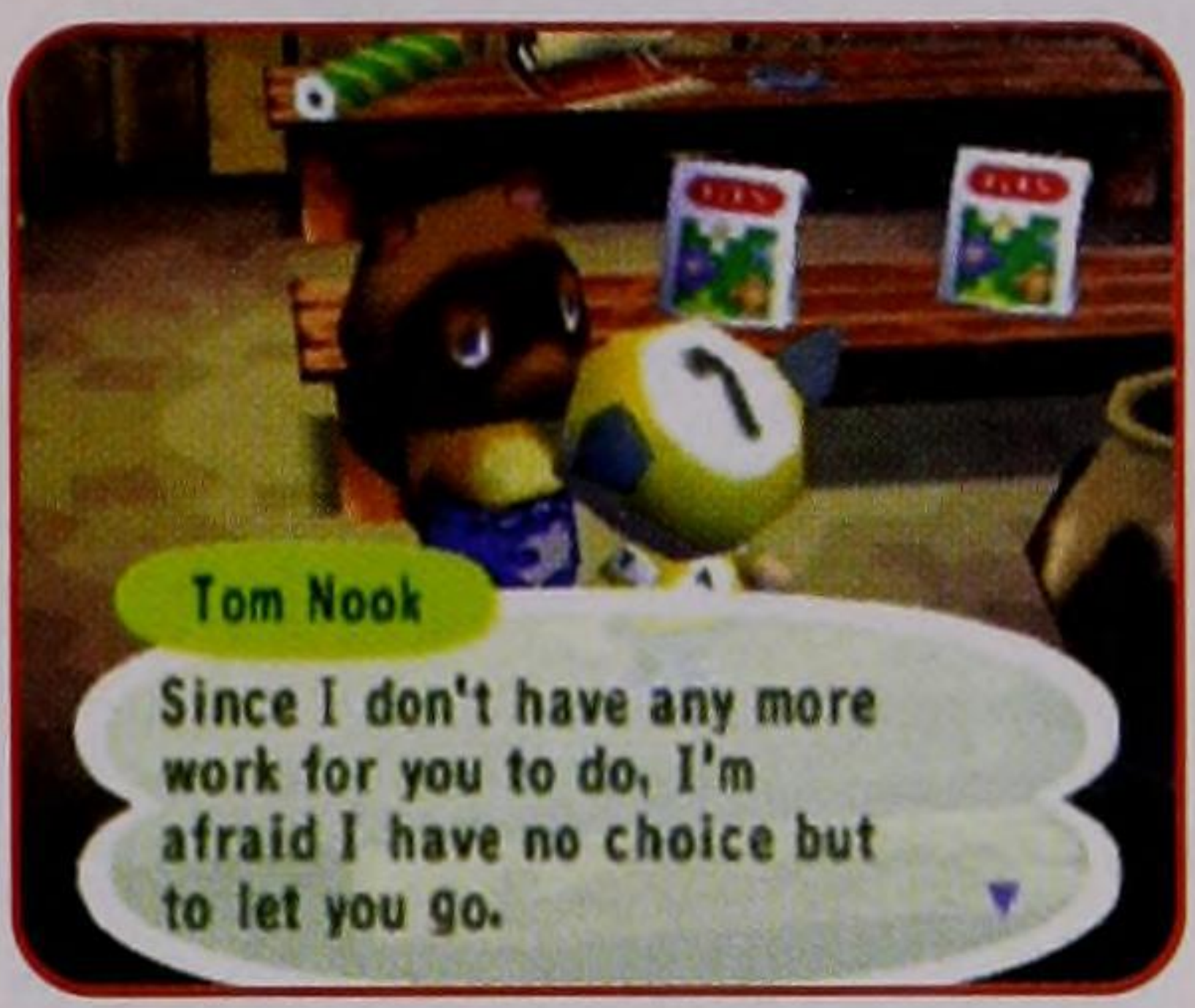
Now head over to the Post Office, talk to Pelly at the counter, and she sends the letter. Head back to Tom Nook's to get paid. He may not have any more chores for the day, so amuse yourself in town until tomorrow.


Tom Nook
Next, I need you to deliver an axe to Portia.
Be extra careful with it, hm?

For the next chore, Tom requests that you deliver an Axe to one of the inhabitants. You can't chop anything with it, so don't try! Once that is delivered, return for one final task.

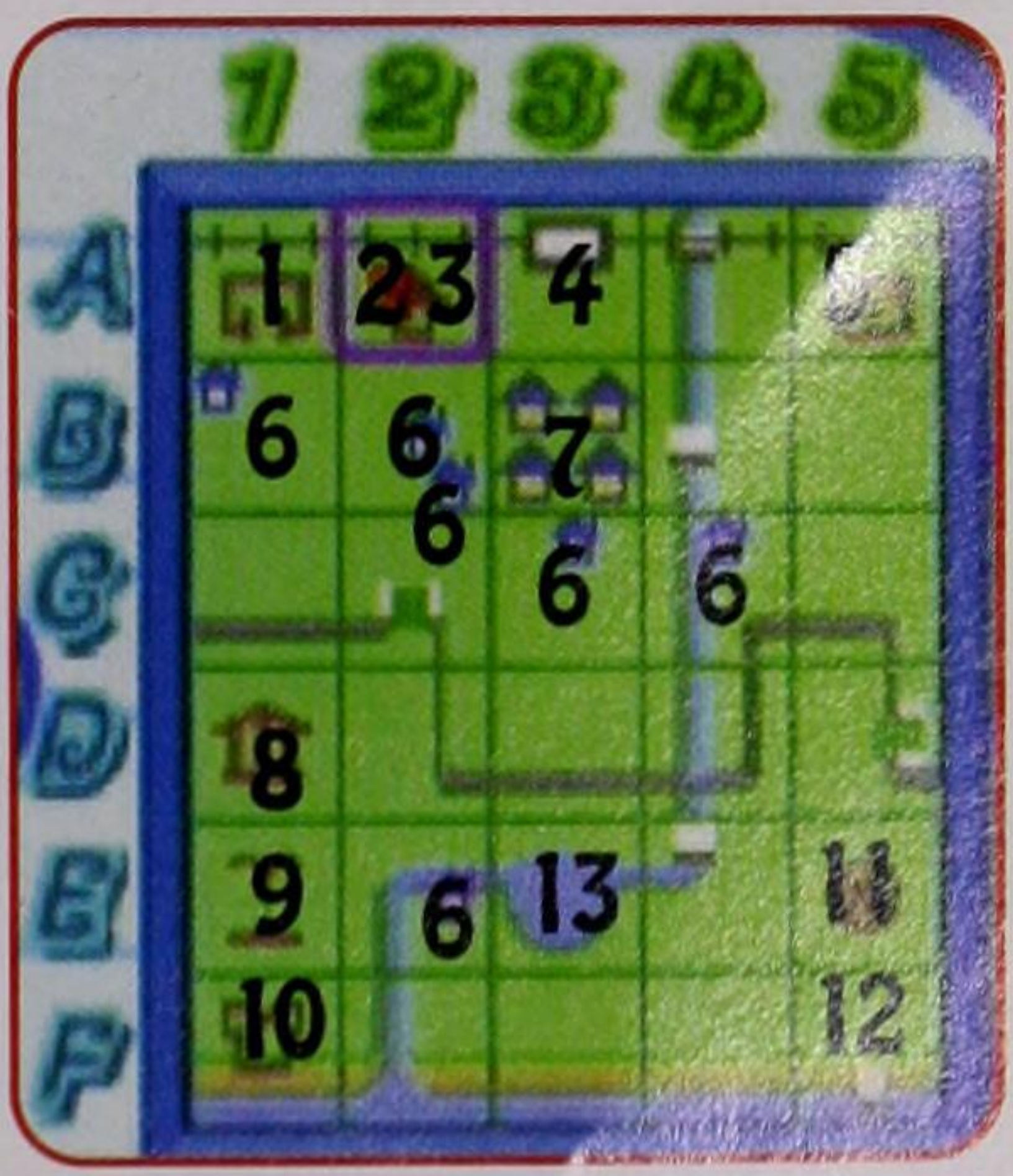

entry 7 January 01, 2003
big savings and not—dodgy merchandise! tom nook's store is a—hoppin'! come visit!
Is this OK?

Write an exciting advertisement about Tom Nook's bargains on the central Notice Board near the four houses where you live.


Tom Nook
Since I don't have any more work for you to do, I'm afraid I have no choice but to let you go.

After this, Tom Nook says you're finished working for him, and you are free to explore the town and do whatever you want. You still have to pay off that debt, though! Pay it at the Post Office.

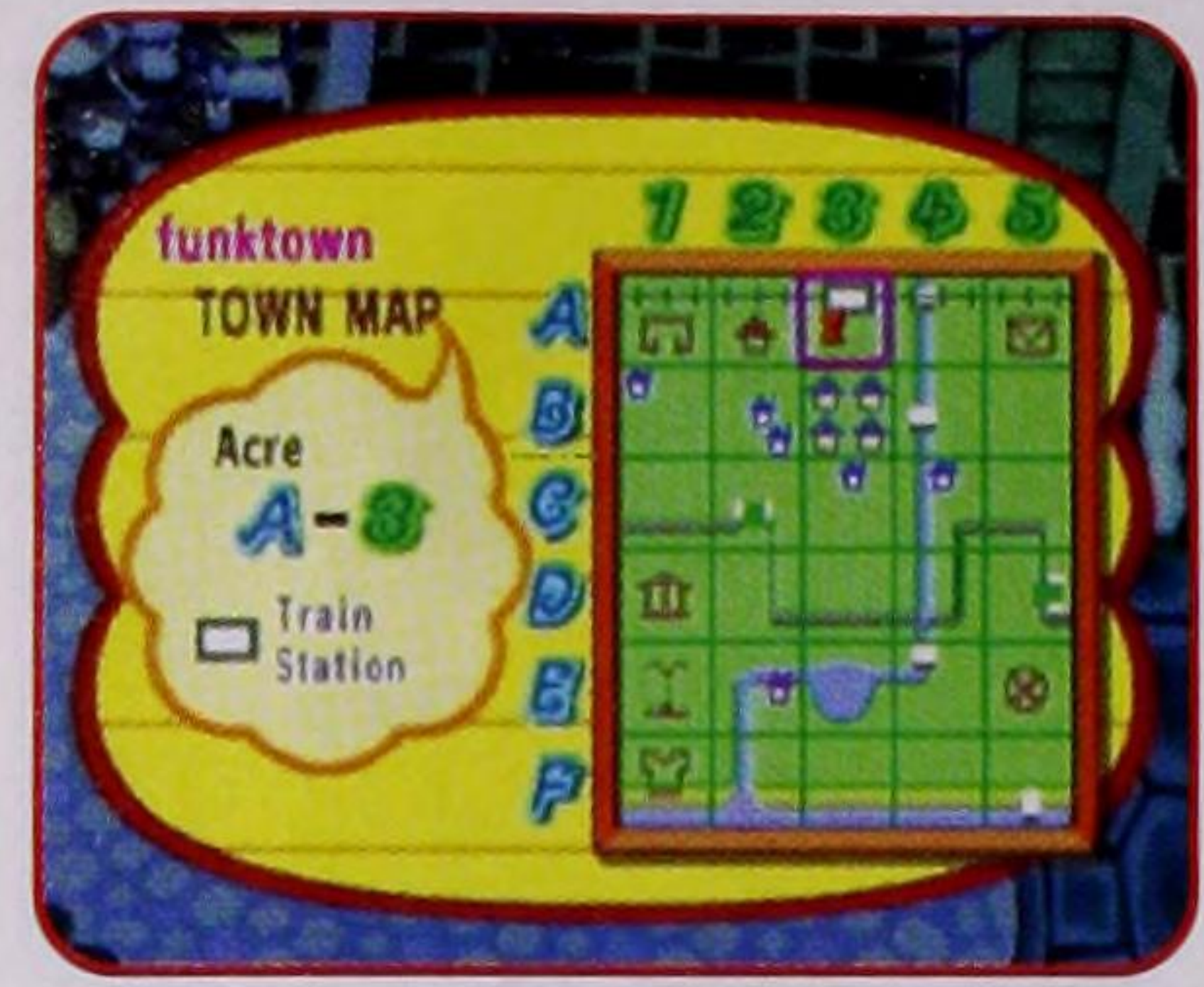
Town Map—Planning Your Adventures



Town Map Legend

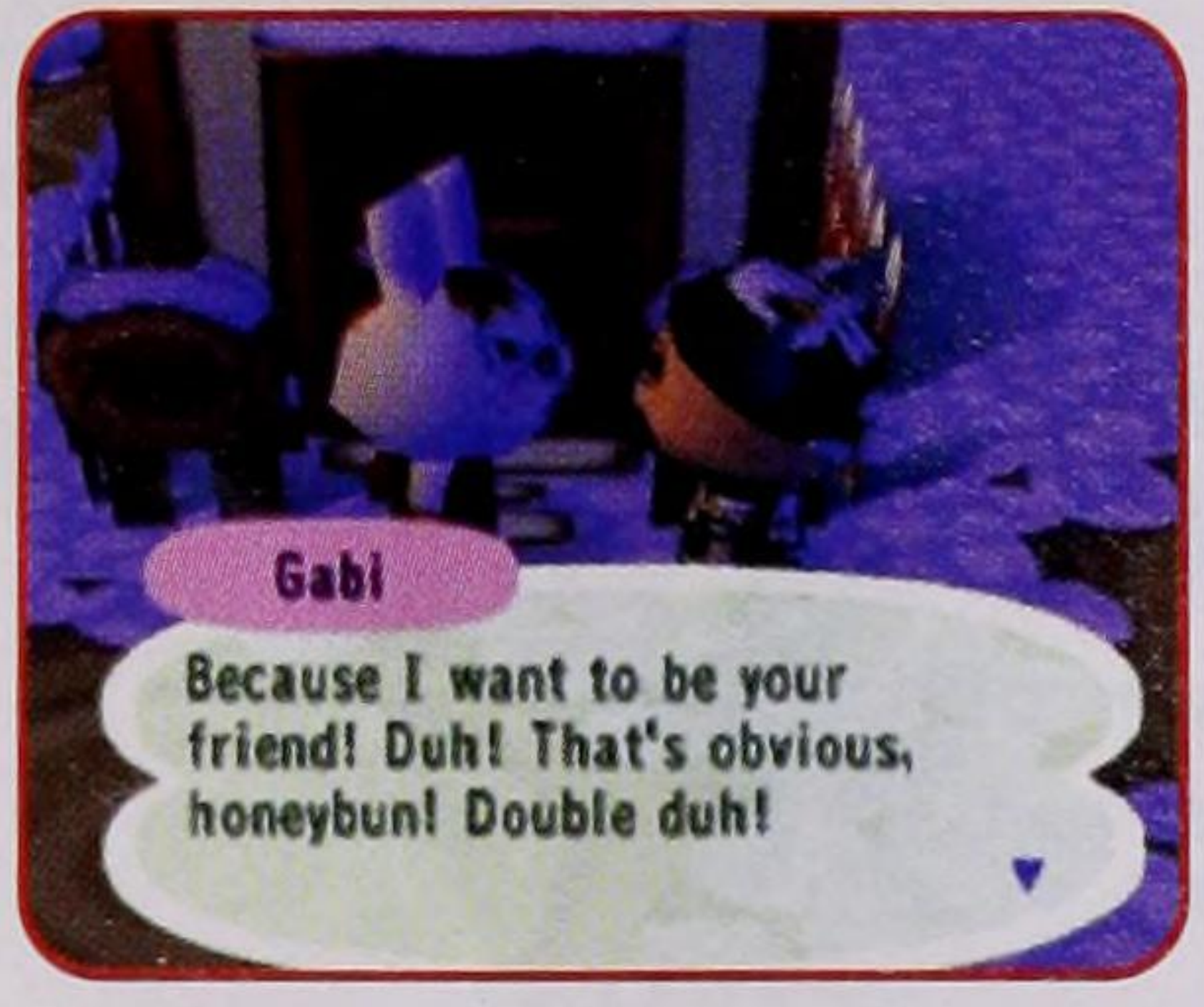
1 = Town Dump
2 = Your Current Position
3 = Tom Nook's Store
4 = Train Station
5 = Post Office
6 = Inhabitant's House
7 = Four Player Houses
8 = Museum
9 = Wishing Well
10 = Able Sisters' Design Store
11 = Police Station
12 = Jetty
13 = Big Pond

One of the most important parts of the game is knowing where every building and house is in your town. For this, learn to read the town map. Look at the map picture on the previous page, and check out what each of the icons mean.

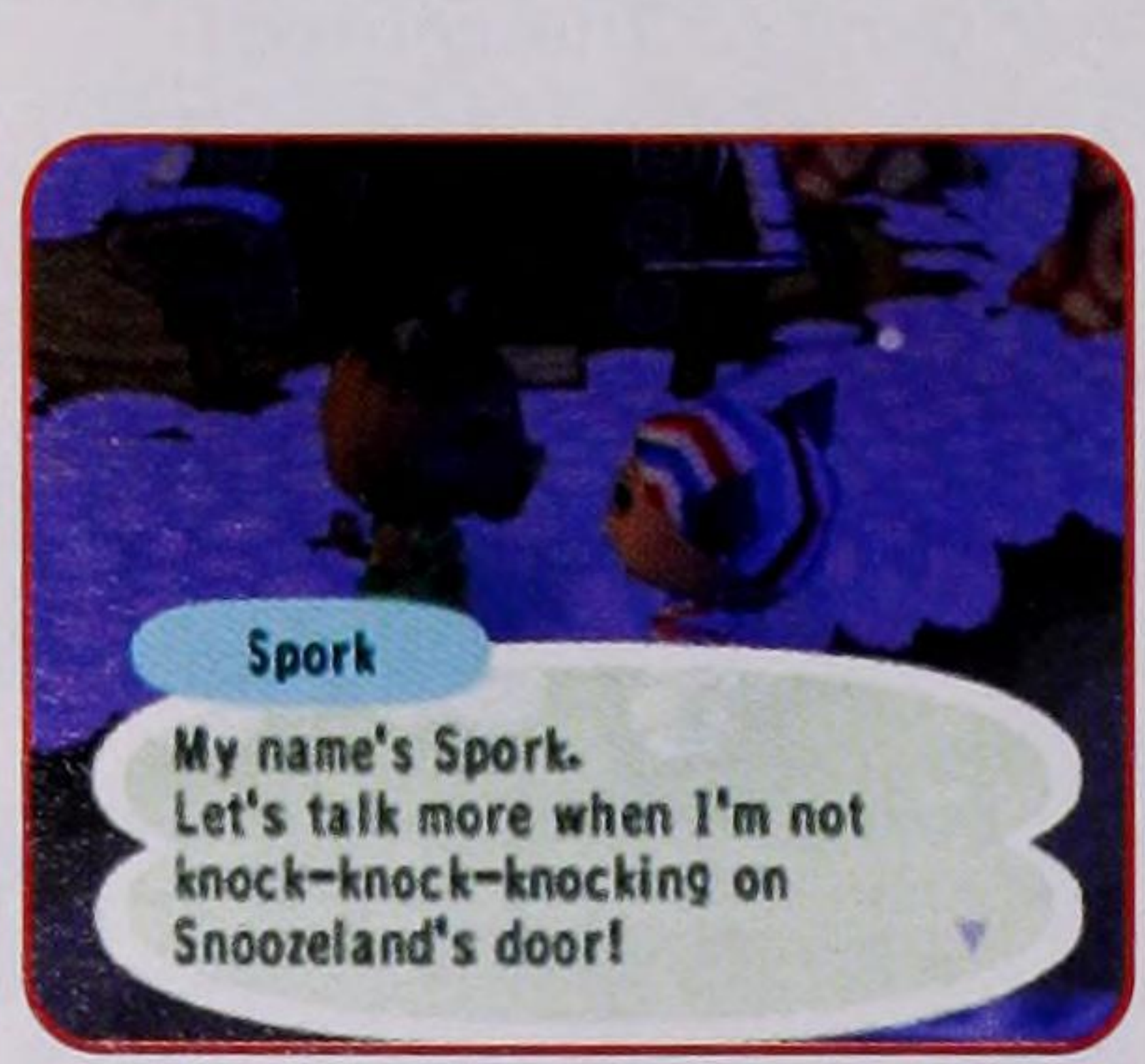


Game characters refer to areas of the map, such as B-2 or A-5. To find out where these are, check down the left side of the map for the first coordinate, and the top of the map for the second. Acre A-2 is highlighted on the map as an example of how to read this.

Saying Hello to the Inhabitants


Gabi
Because I want to be your friend! Duh! That's obvious, honeybun! Double duh!

The people living in your town all have different personalities, just like your real friends! However, both the male and female inhabitants can be lumped into one of three different groups. Some are happy to see you almost all the time, while others can be downright grumpy! Follow the advice starting on this page on how to spot the three types of inhabitants, and react to them accordingly when you figure out which type they are.

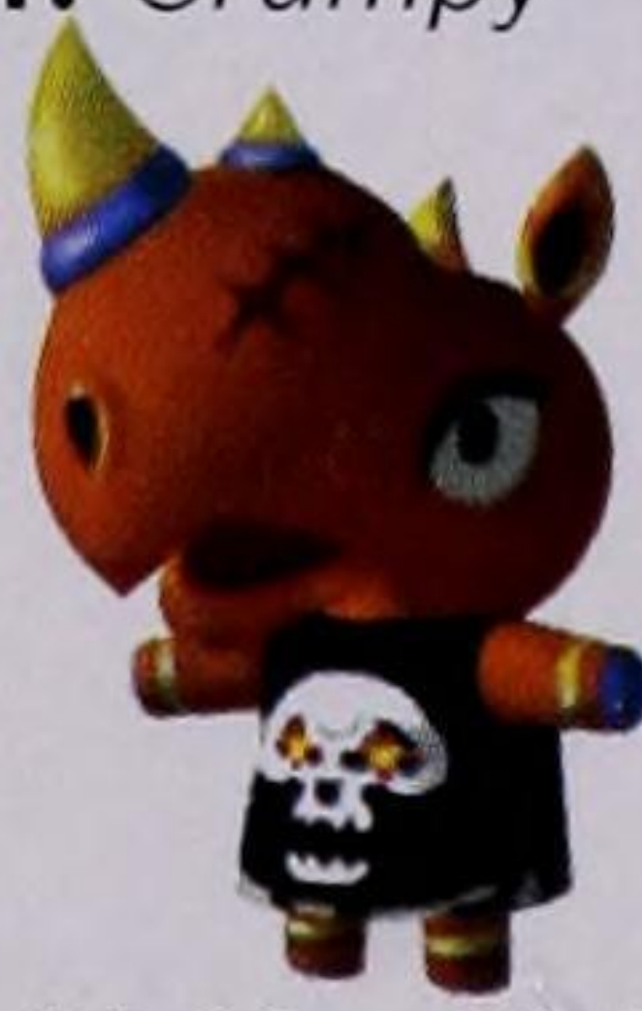

Spork
My name's Spork.
Let's talk more when I'm not knock-knock-knocking on Snoozeland's door!

Addressing each inhabitant has a different outcome depending on the time of day and the type of inhabitant you're talking to. To start with, talk to everyone you meet as soon as you can, to get a feeling of how happy or grumpy they are. Look at the table below, and talk to inhabitants within the time frame shown.

Look into each inhabitant's home to check out all the cool stuff. You can't take anything though! If the house is unlocked, the animal is either nearby, or inside the house.

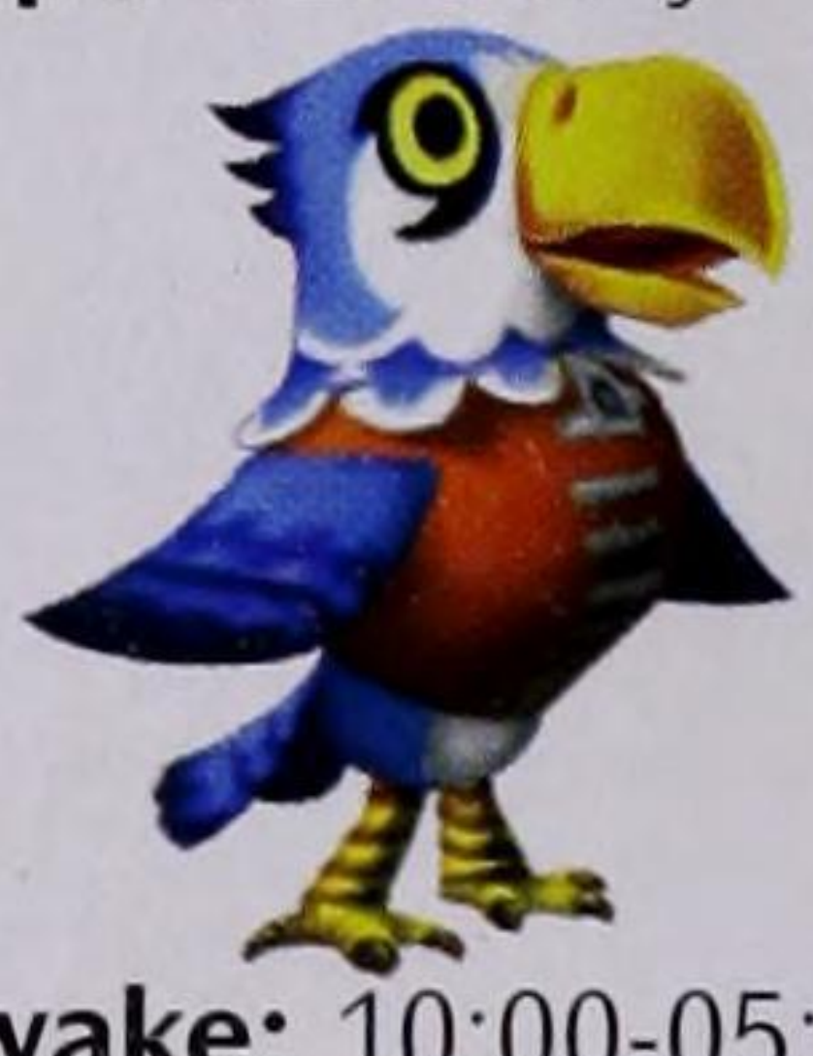
Inhabitants Emotion Chart

Male Character Type #1: *Grumpy*



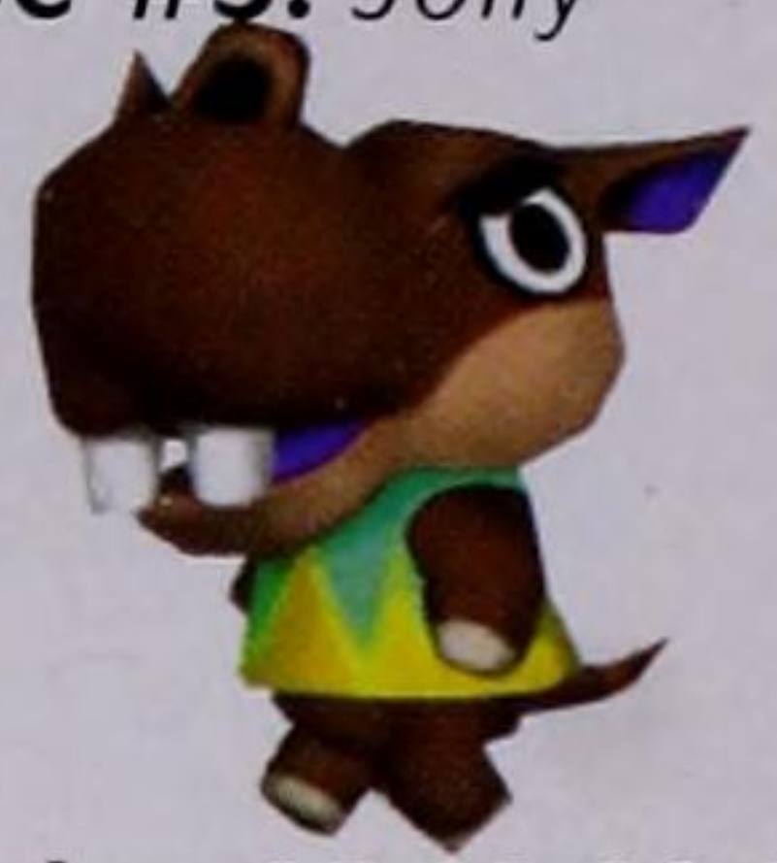
Awake: 06:00—01:00
Notes: *He works hard for his money from early in the morning to late at night, and usually isn't home. He's short-tempered, so don't keep pestering him!*

Male Character Type #2: *Scary*



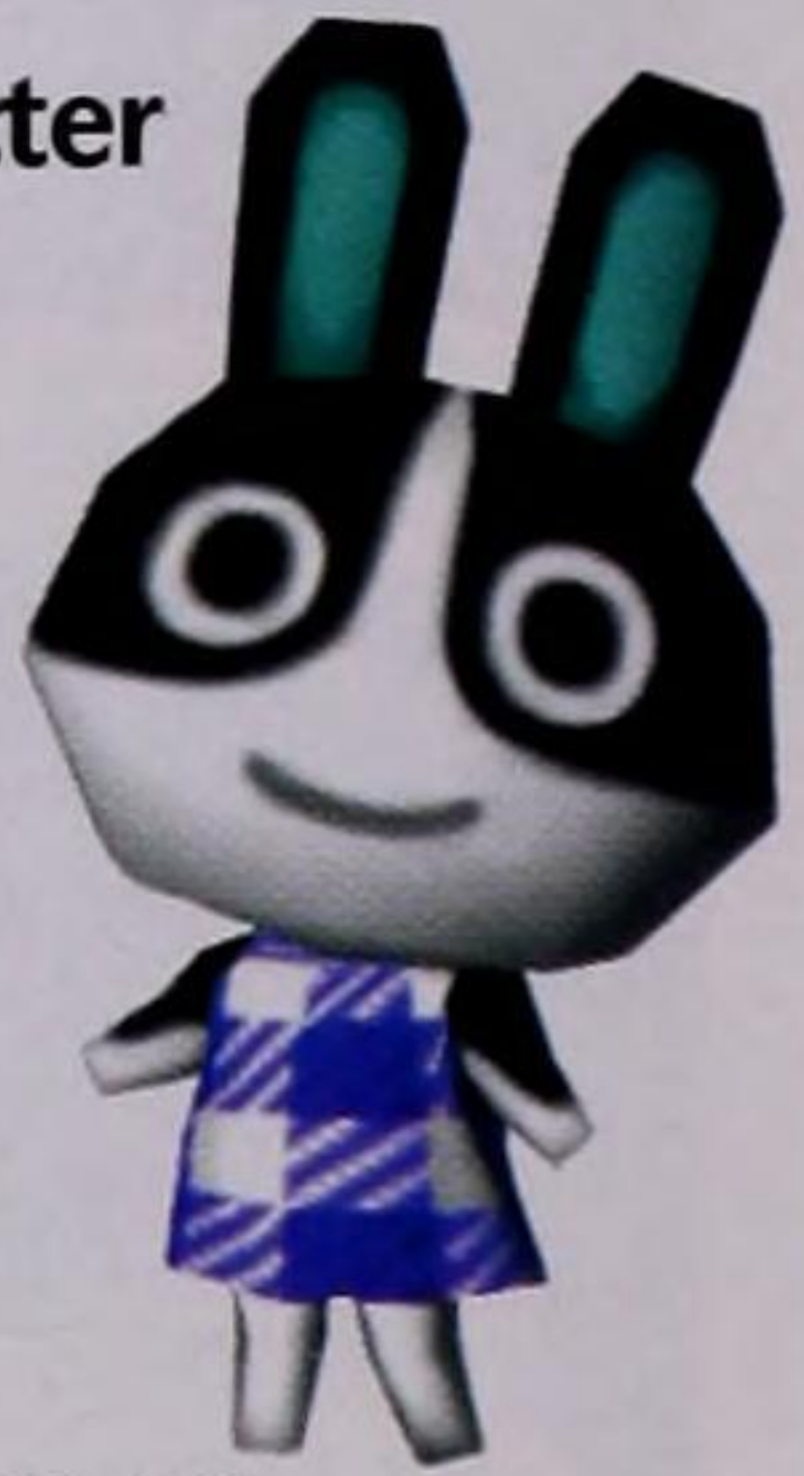
Awake: 10:00-05:00
Notes: *Although he's scary and short with you, underneath he can be a happy soul. Be patient with him, even though he's impatient with you.*

Male Character Type #3: *Jolly*



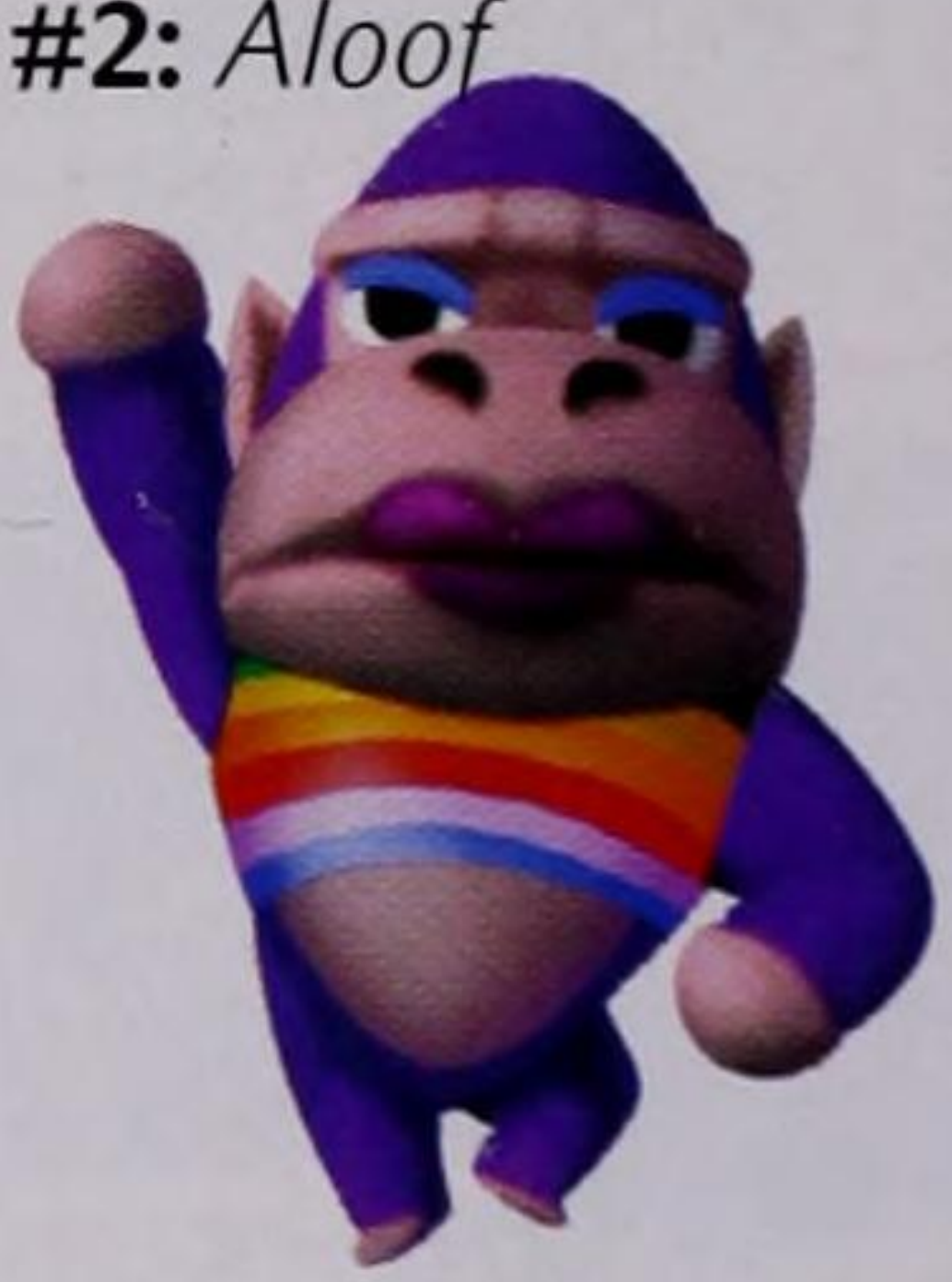
Awake: 08:00-22:00
Notes: *This cool character is happy-go-lucky and is almost always pleased to see you, but can lash out with harsh words at inopportune moments. He's patient, though.*

Female Character Type #1: *Exasperated*



Awake: 09:00-03:00
Notes: *Much like her grumpy male counterpart, she gets up late, and goes to bed late! She's impatient and prone to moods, just like the grumpy male.*

Female Character Type #2: *Aloof*

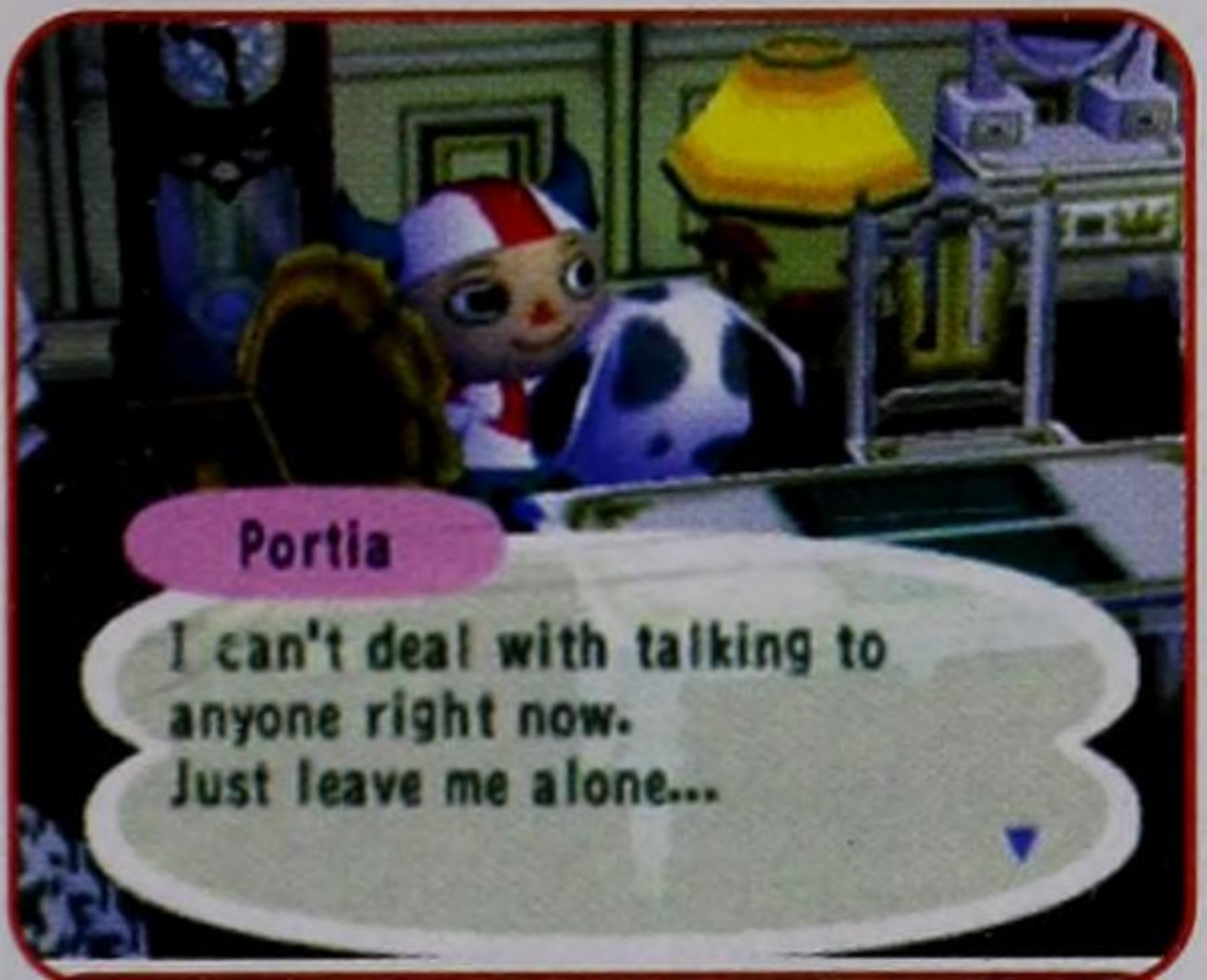


Awake: 07:00-24:00
Notes: *She works hard for her money from early in the morning to late at night, and usually isn't home. She's short-tempered, so don't keep pestering her!*

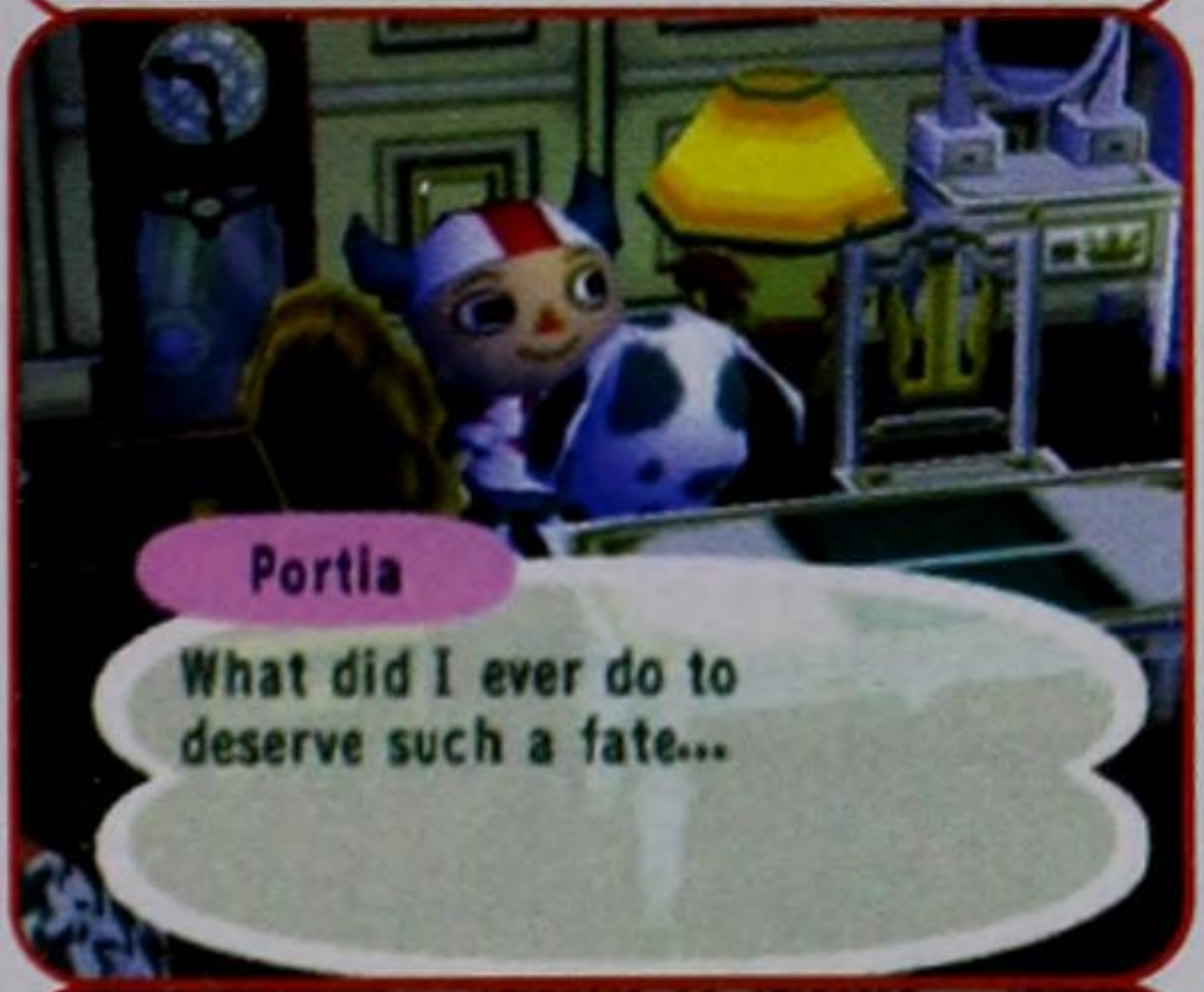
Female Character Type #3: *Happy*

Awake: 05:00-21:00
Notes: *Always happy to see you, even if you neglect her, this inhabitant type won't get angry with you, even over trivial mistakes. She's your go-to girl!*

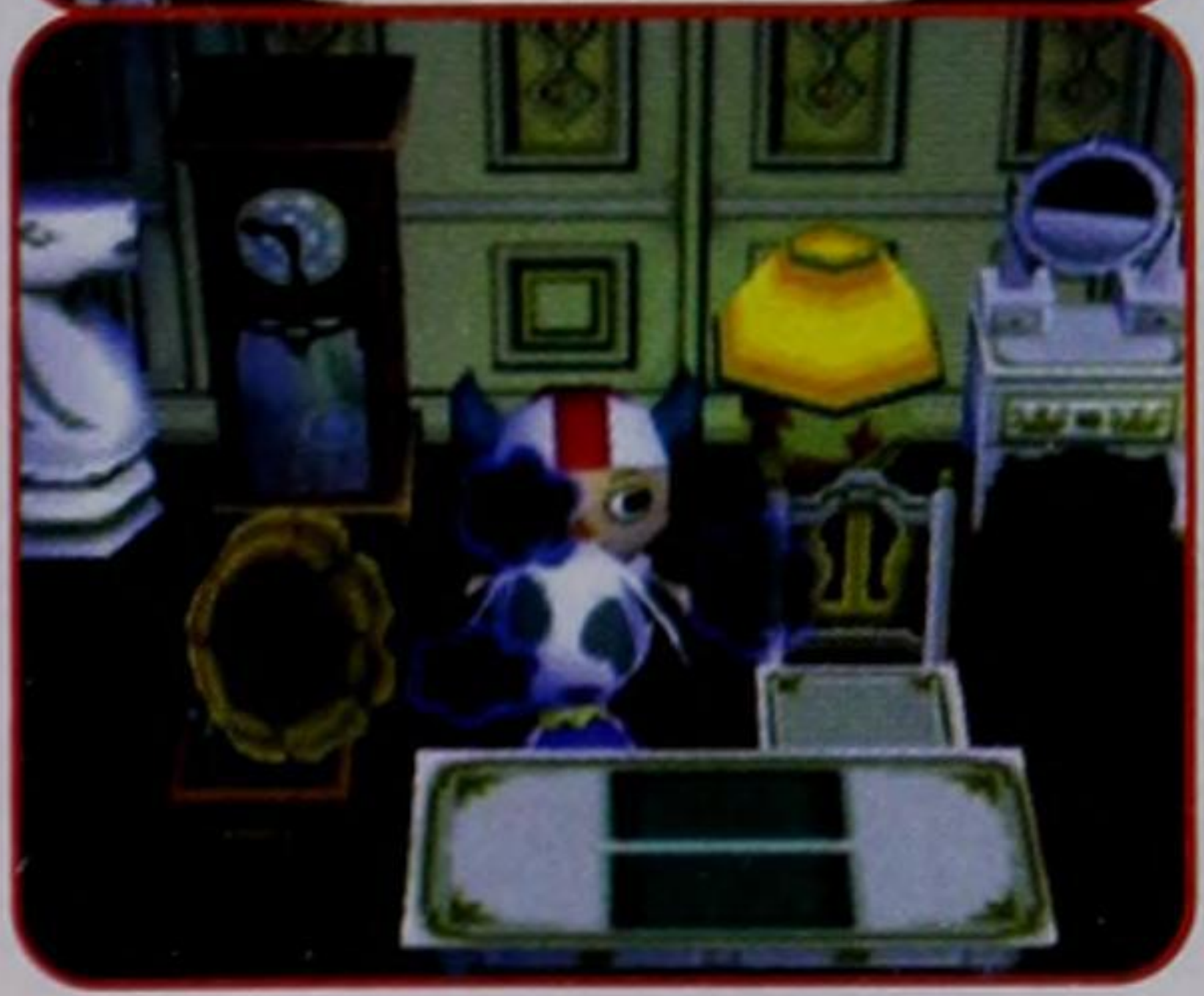
> **NOTE**
>
> *The "jolly" and "happy" characters usually respond to you with pleasantries, but every inhabitant will become annoyed if you keep pestering him or her!*



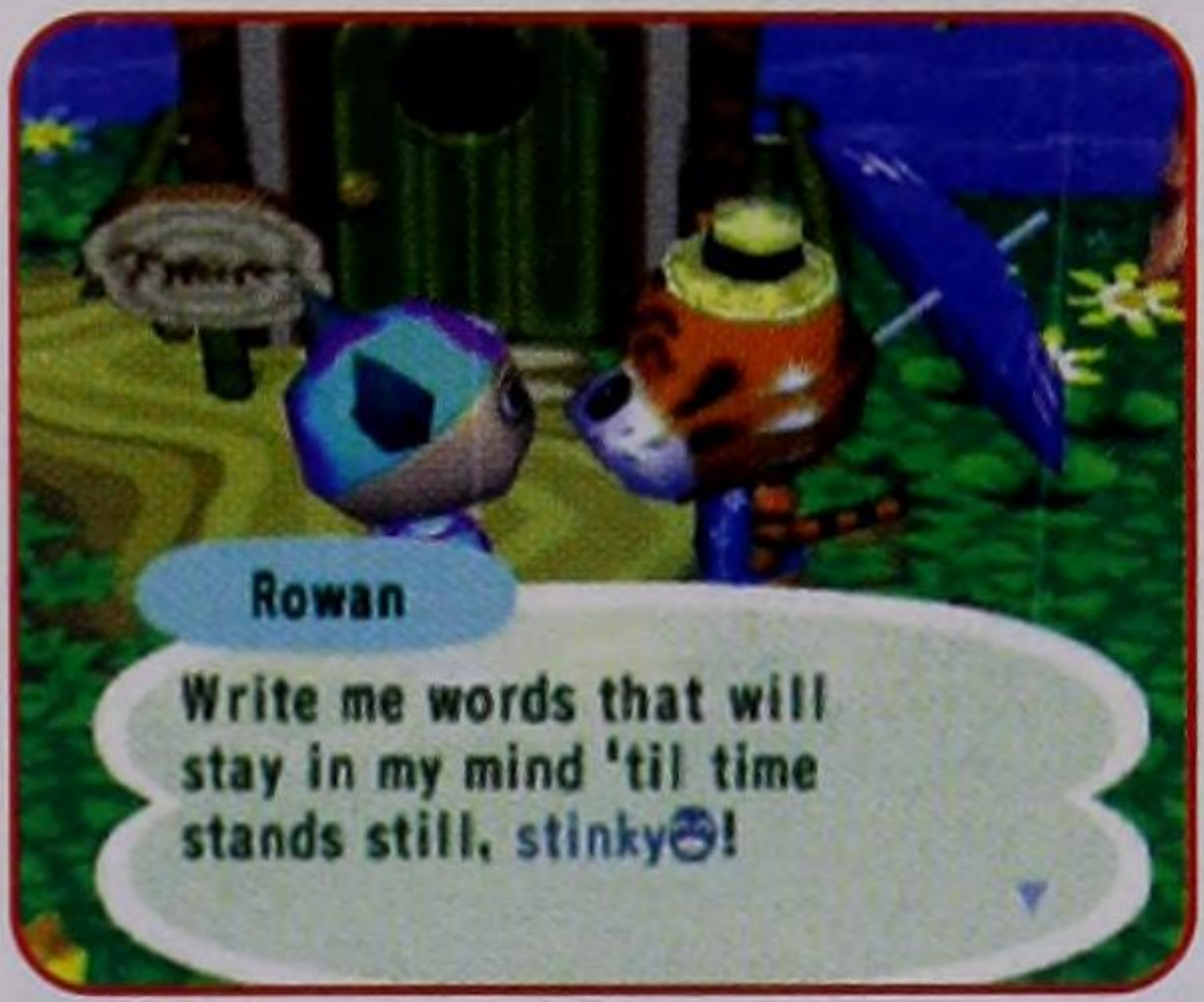
Portia
I can't deal with talking to anyone right now. Just leave me alone...



Portia
What did I ever do to deserve such a fate...

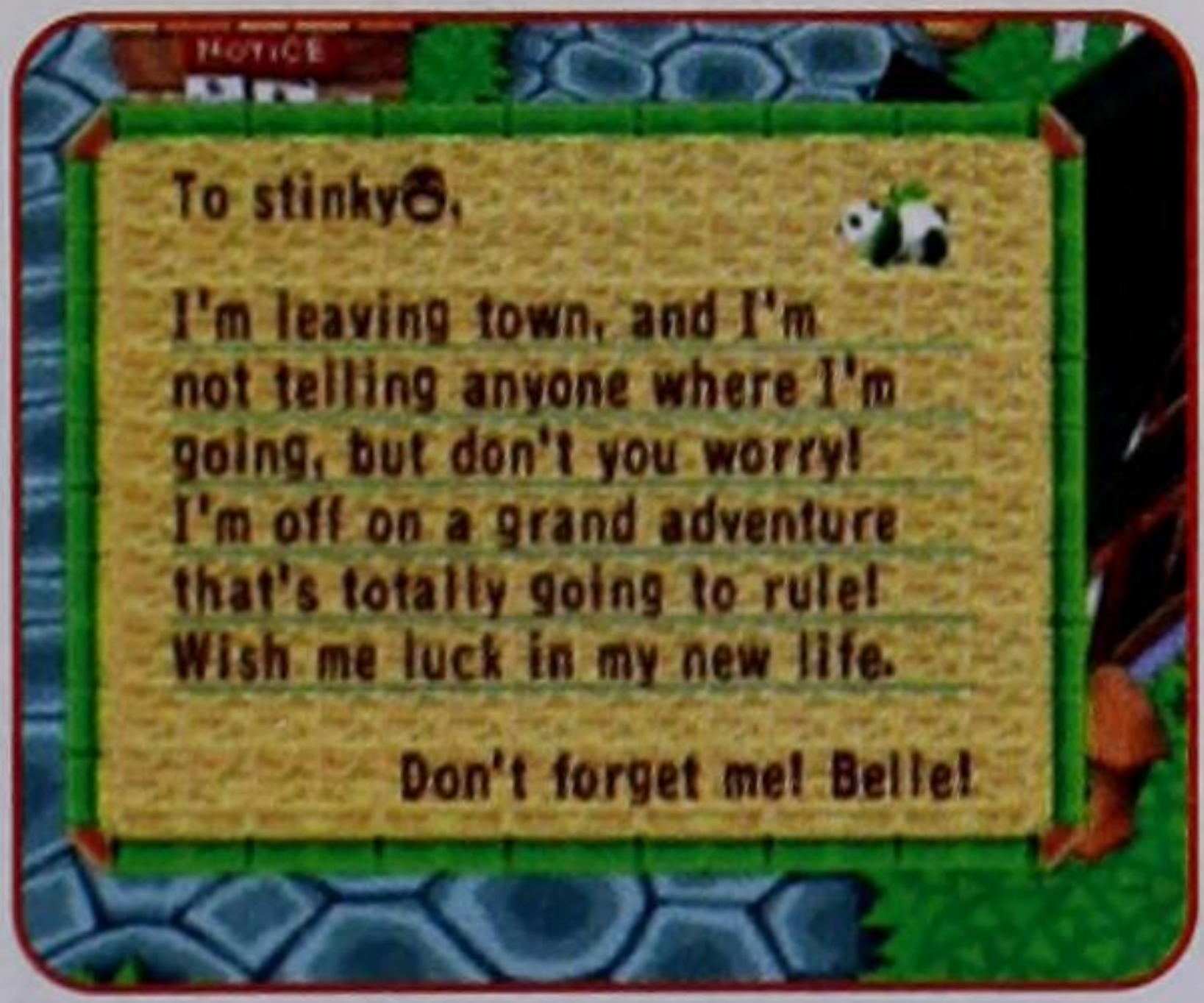


Sometimes, you might annoy an inhabitant so much, that he or she goes off in a huff! Just wait a while for him or her to calm down. A white fog cloud means a character isn't happy. A black thunder cloud means a character is angry and should be left alone. Conversely, when surrounded by flowers, an inhabitant is happy! There are other emotions too, so watch out for visual clues and remember that other animals can cause each other to become emotional too!



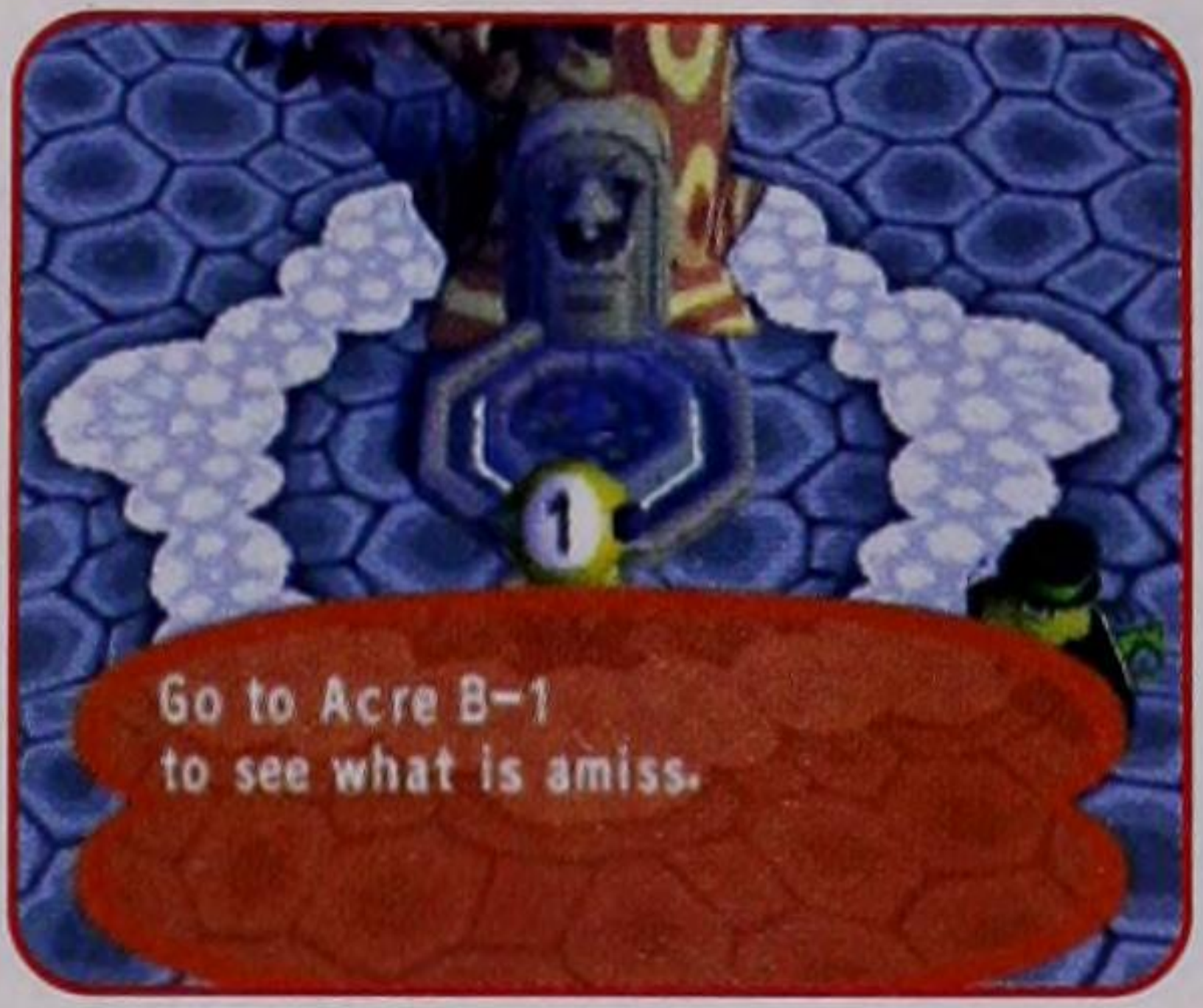
Rowan
Write me words that will stay in my mind 'til time stands still, stinky☺!

After you've learned what emotional states the inhabitants have, react accordingly. Now you can talk to them, and either ask them for work or chat for information. Or ignore them!



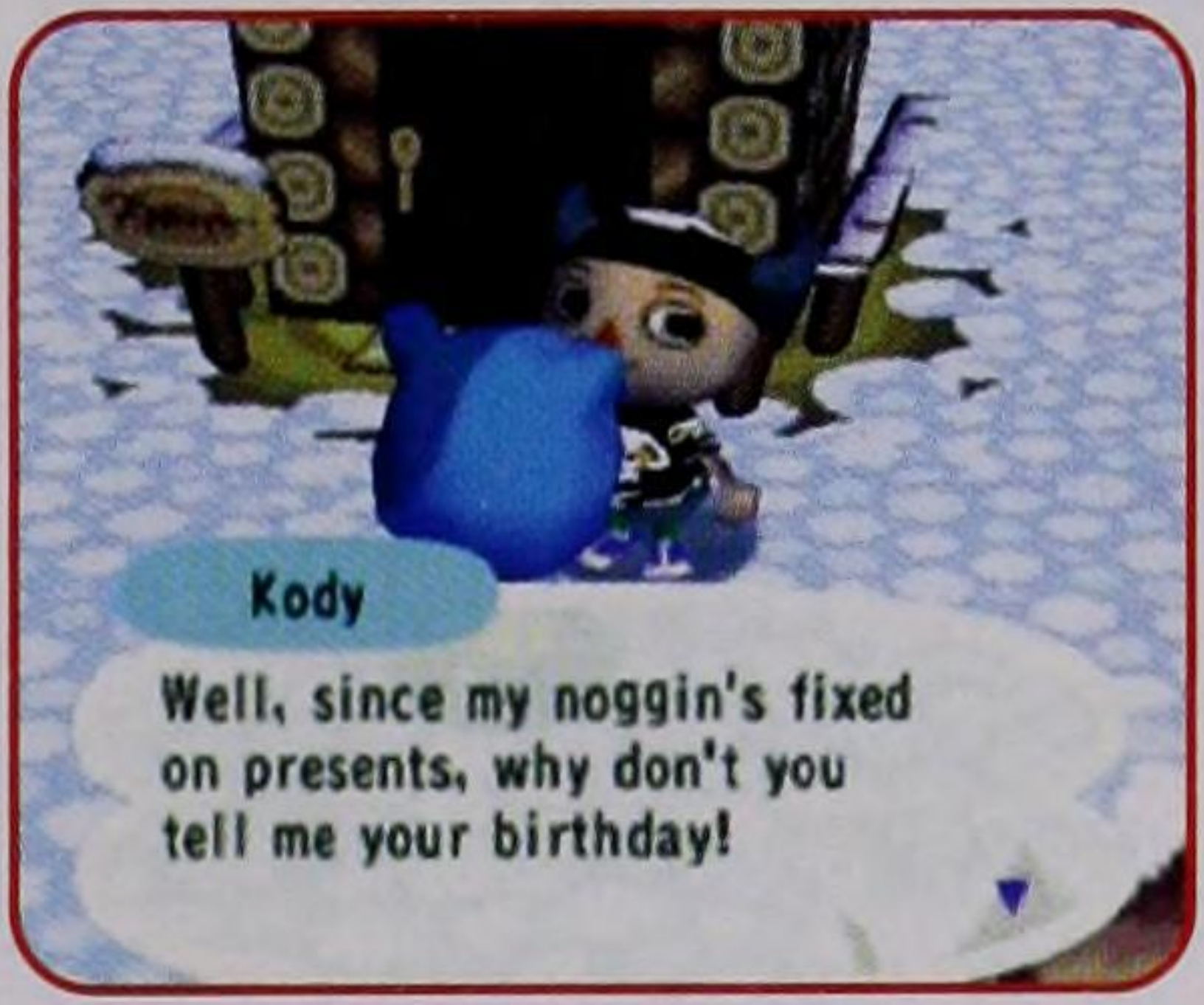
To stinky☺,
I'm leaving town, and I'm not telling anyone where I'm going, but don't you worry! I'm off on a grand adventure that's totally going to rule! Wish me luck in my new life.
Don't forget me! Belle!

The happier the inhabitant is, the less chance he or she will leave town. You attract more visitors to your town if you keep it looking pleasant and if you're helpful to everybody. Even so, some inhabitants choose to leave over time.



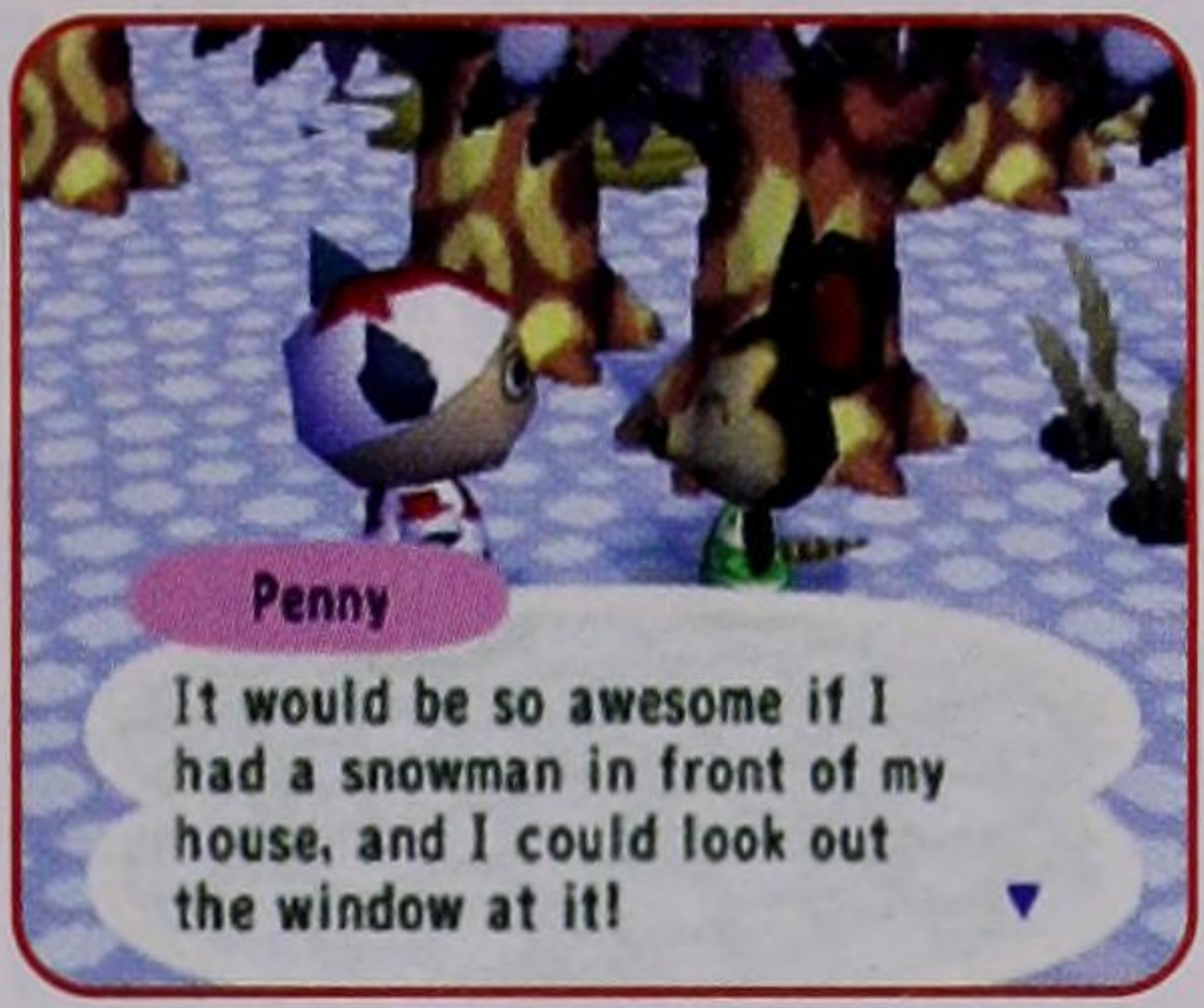
Go to Acre B-1 to see what is amiss.

Plant flowers and trees. Clear away over-forested areas. Continue to go to the Wishing Well and ask how the town is doing. The happier you make the town, the more chores you do and letters you write to your animal friends, the more cheerful everyone will be! Unless you want a grumpy town full of weeds of course—which is fun, too!



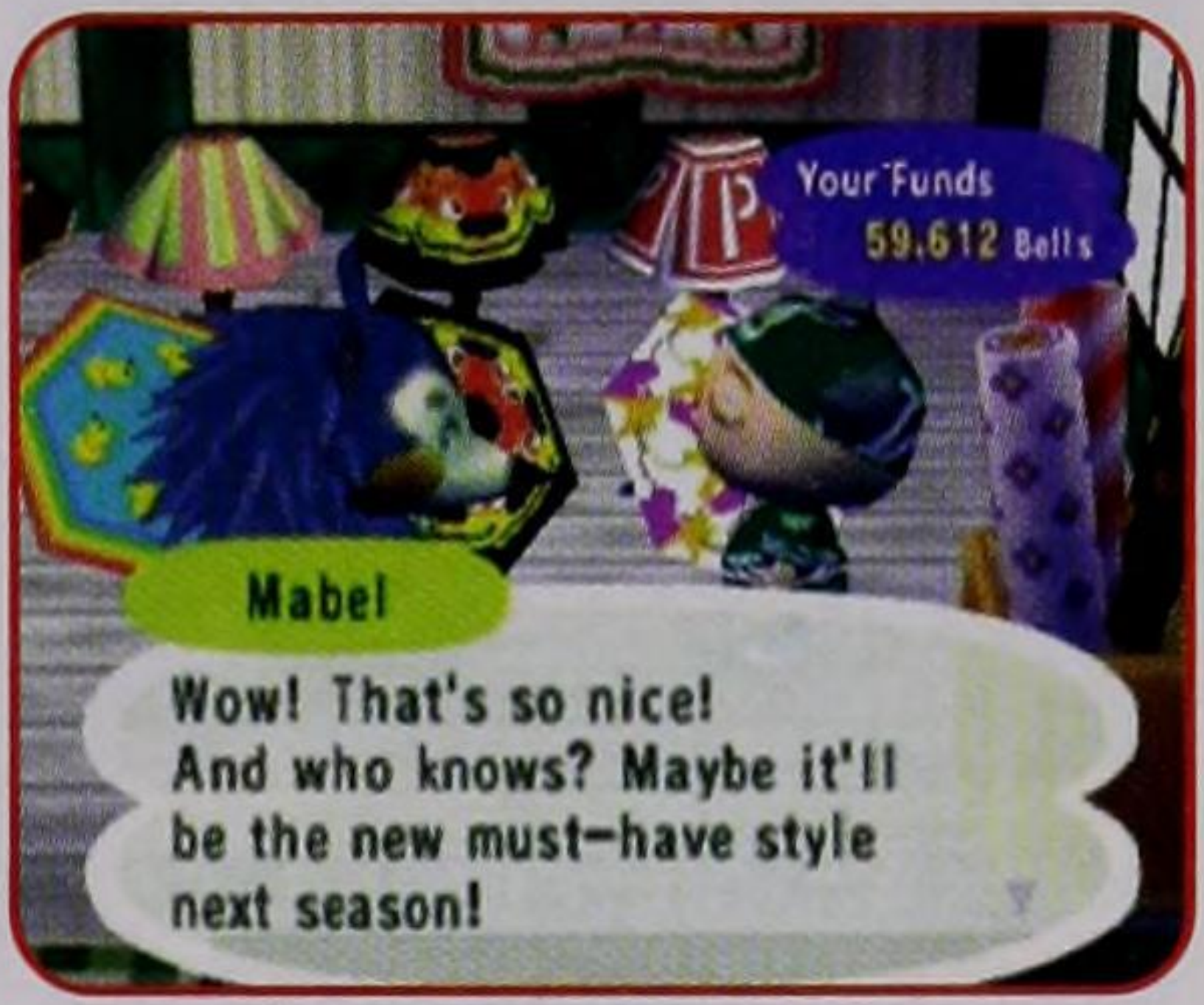
Kody
Well, since my noggin's fixed on presents, why don't you tell me your birthday!

Keep talking to inhabitants using the second menu option, and they begin to talk about all manner of interesting matters, such as when characters appear and when events occur. One should ask when your birthday is, too!



Penny
It would be so awesome if I had a snowman in front of my house, and I could look out the window at it!

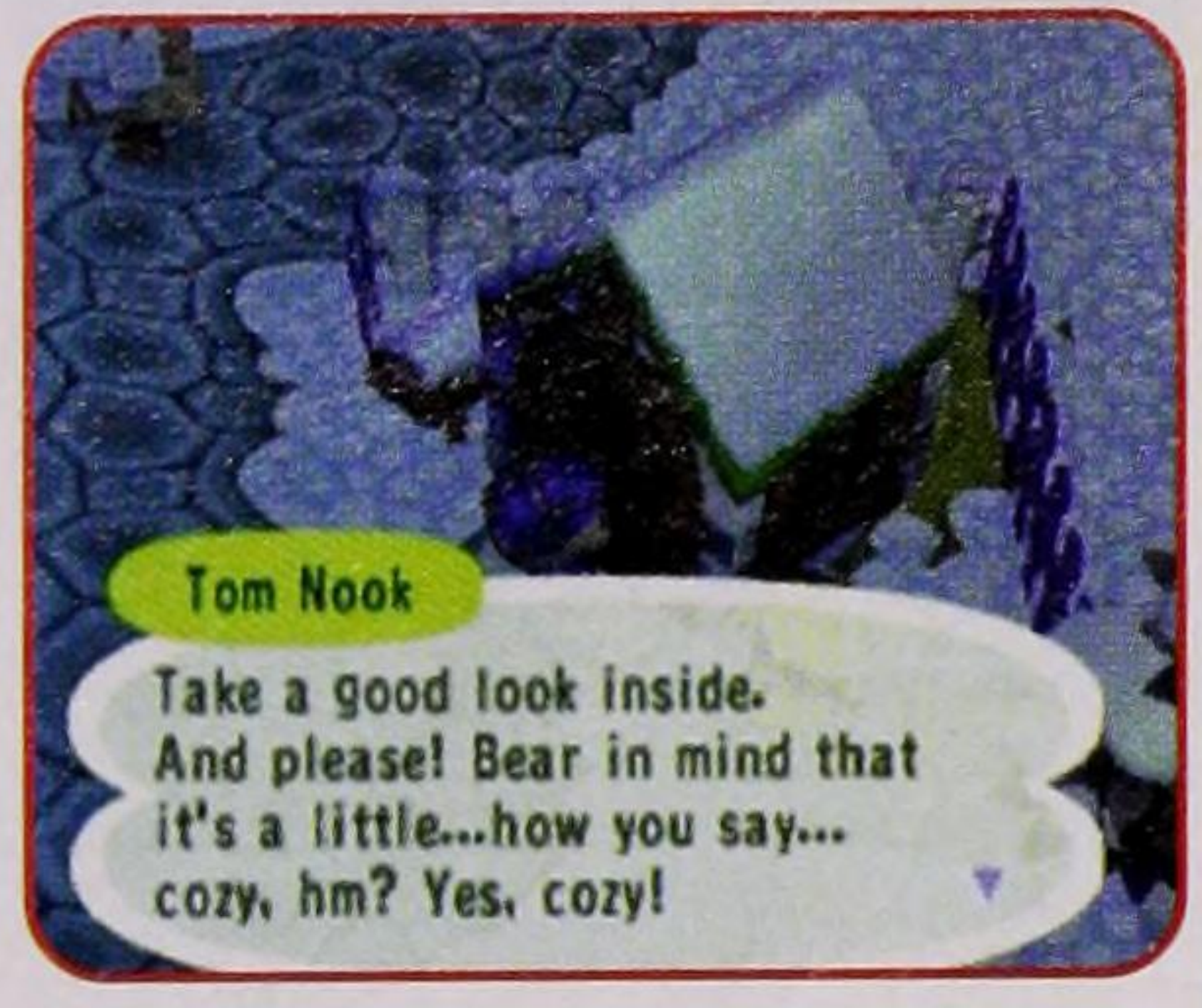
The other plan is to do chores for the inhabitants, write them letters, or even give them presents to keep them happy. The types of chores range from collecting items from other townsfolk, to finding a lost ball, to building a Snowman! When you complete each chore, you get rewarded with a random item.



Mabel
Wow! That's so nice! And who knows? Maybe it'll be the new must-have style next season!

Finally, at the Able Sisters' Design Shop, you can create your own designs and place them on the mannequins or umbrellas. Later on, you could see inhabitants wearing your clothes! Wild!

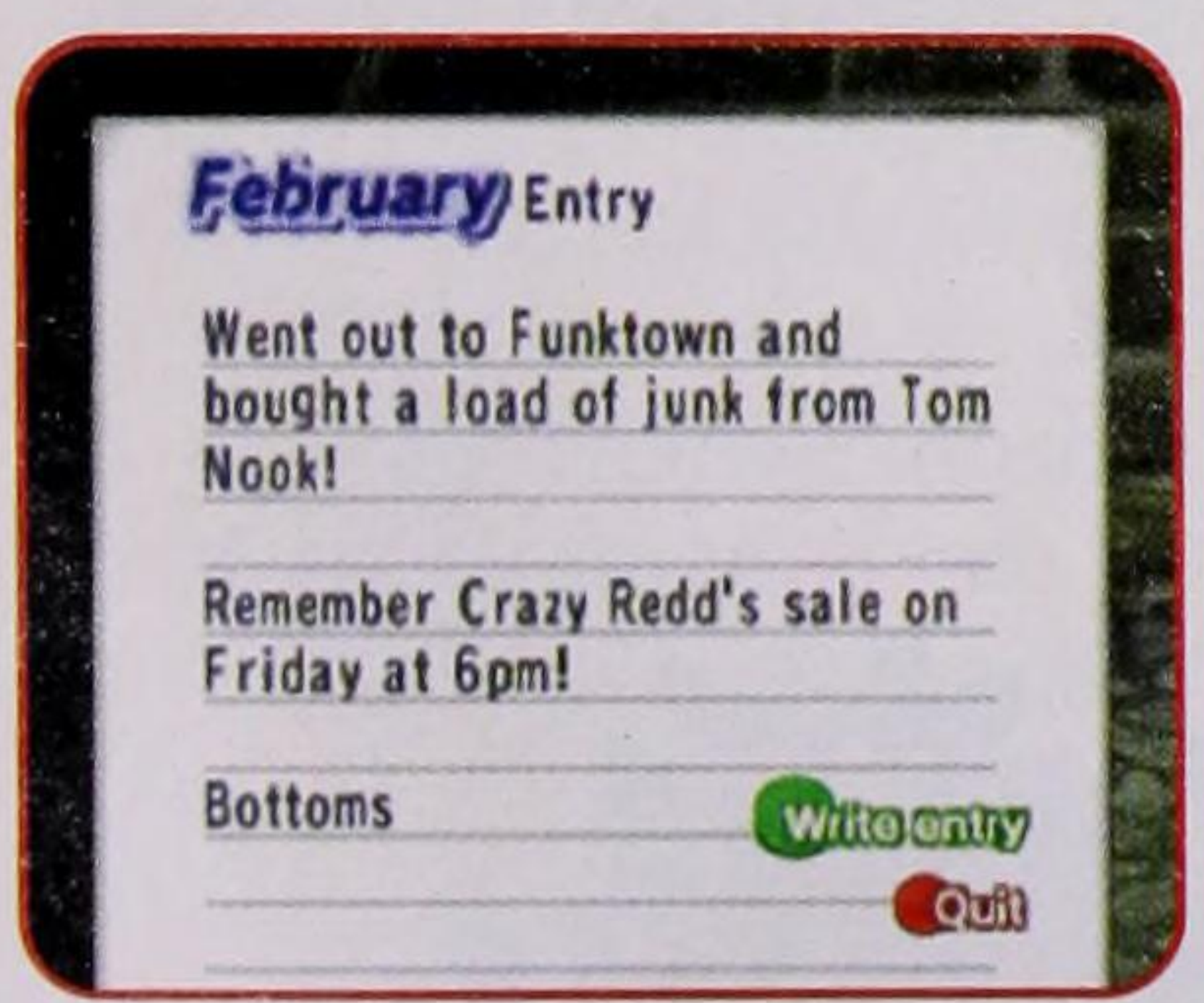
Welcome—It's Your House!



Tom Nook
Take a good look inside. And please! Bear in mind that it's a little...how you say... cozy, hm? Yes, cozy!

Choose your own house from the four available locations, and go in by pressing ←. Remember that other players can live in the other houses, but only one person can play the game at a time.

Once inside, you can put furniture or other objects anywhere you want. Later on, you can increase the size of your room, or even add a basement. How your house looks is entirely up to you.



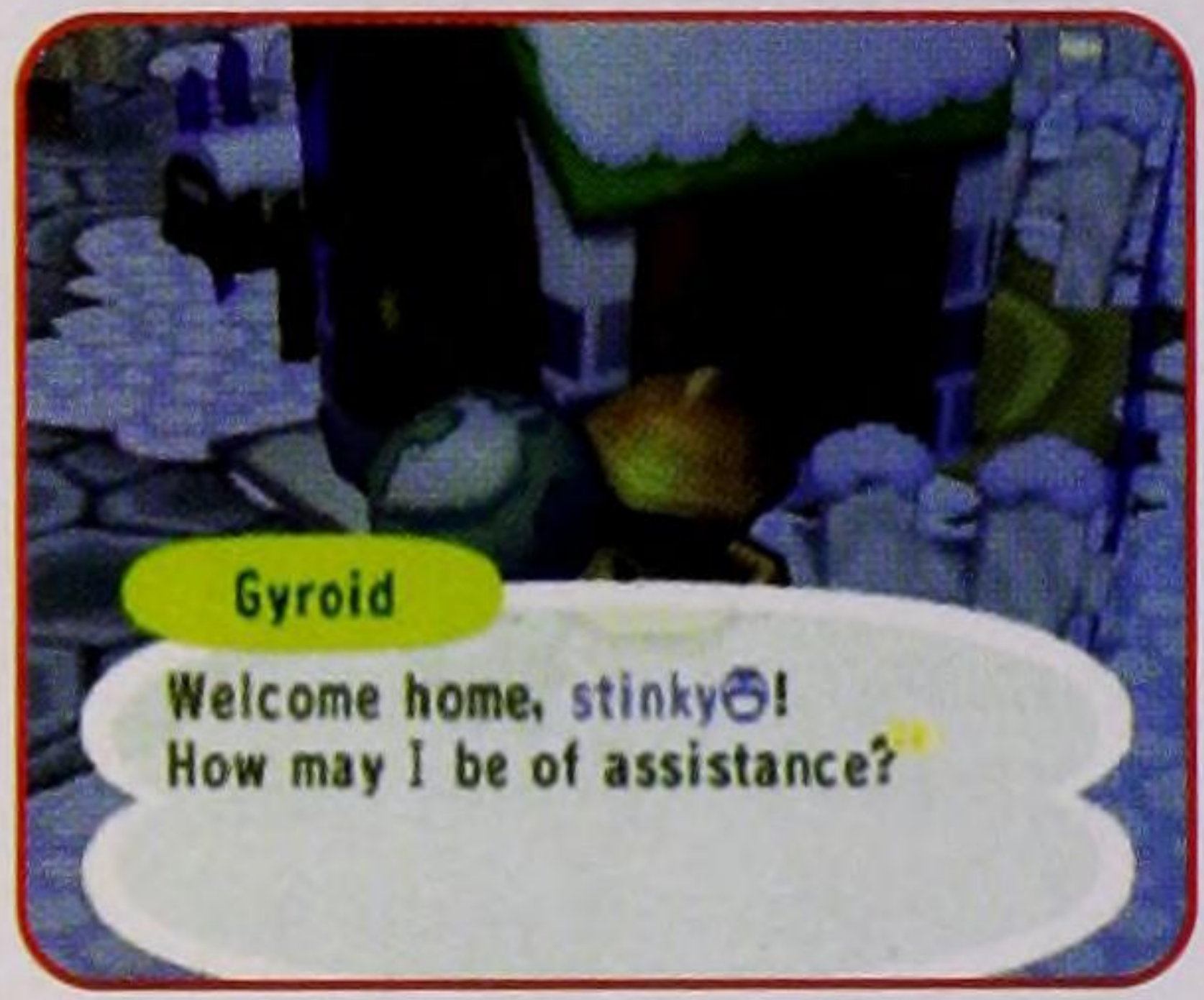
February Entry

Went out to Funktown and bought a load of junk from Tom Nook!

Remember Crazy Redd's sale on Friday at 6pm!

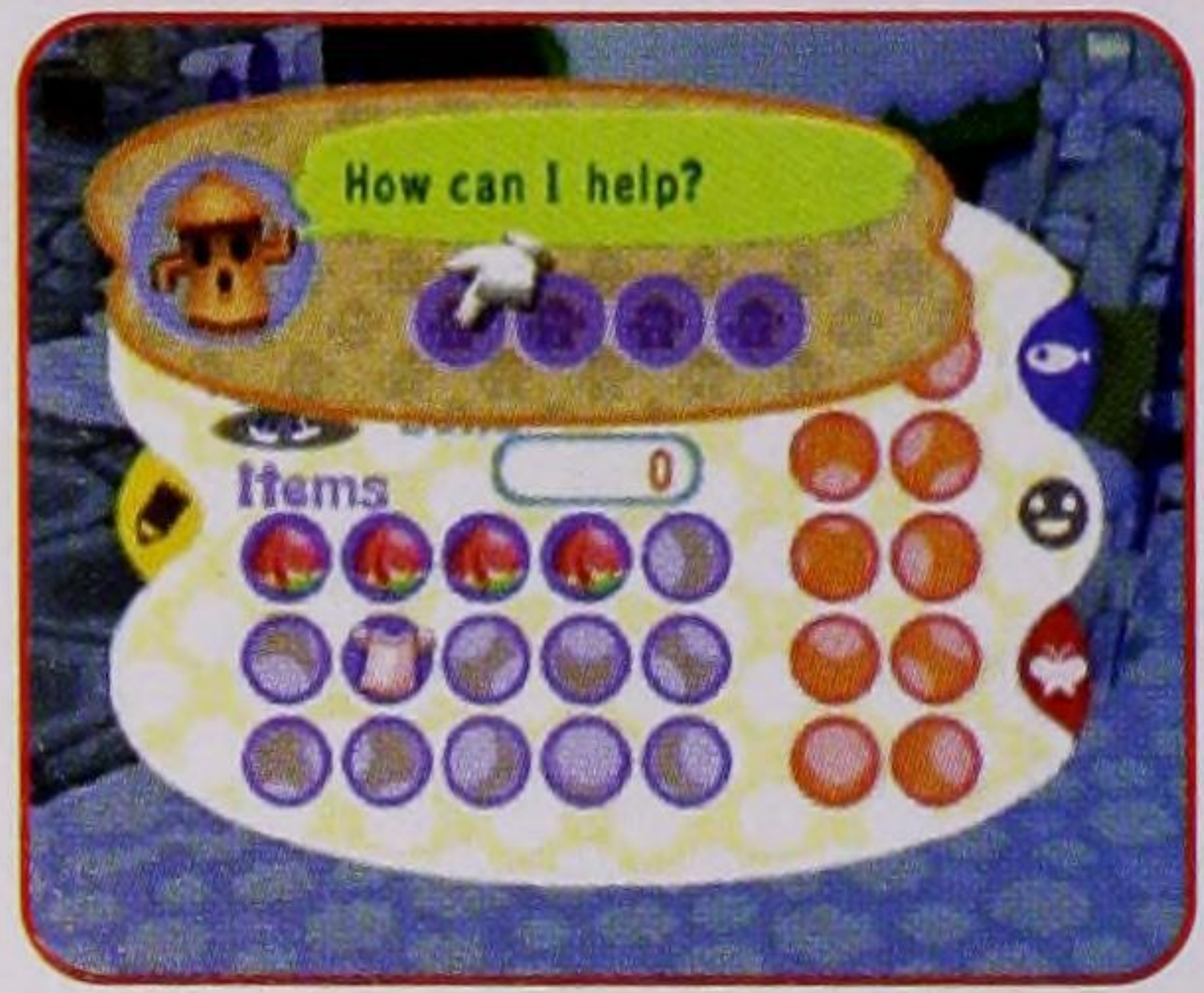
Bottoms

Inside the house is a Diary and tape recorder. Use the recorder to listen to musical notes collected from K.K. Slider, a dog who plays the guitar by the train station every Saturday between 8 p.m. and midnight. Use the Diary or buy a personalized one from Tom Nook to check forthcoming town events and write down what you did during the day!



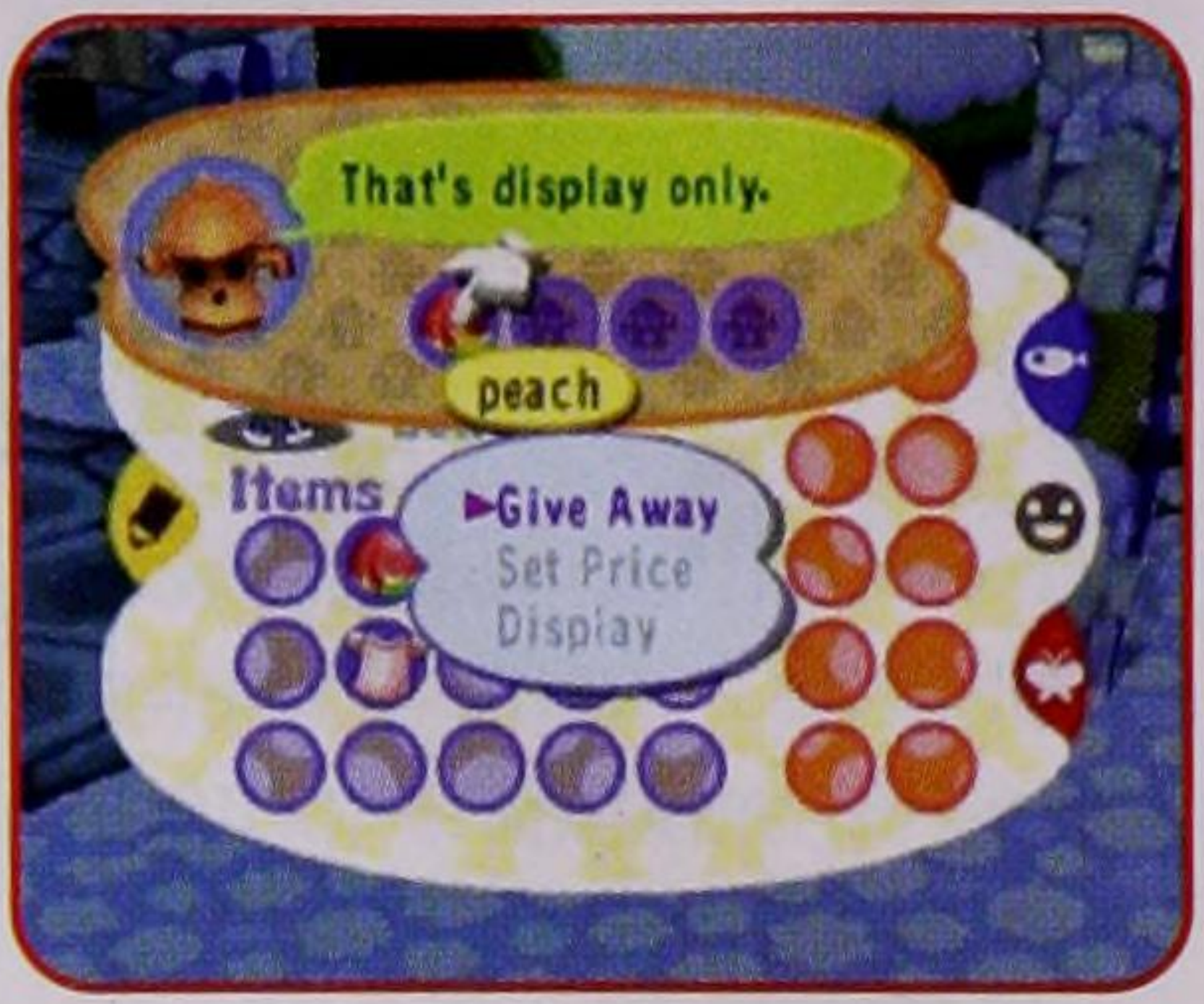
Gyroid
Welcome home, stinky! How may I be of assistance?

Use the house to store things, use your mail box outside to read and receive mail, and use your Gyroid assistant to save your game and display messages or items for others to look at or even take. Simply access the Gyroid to start this process.



How can I help?

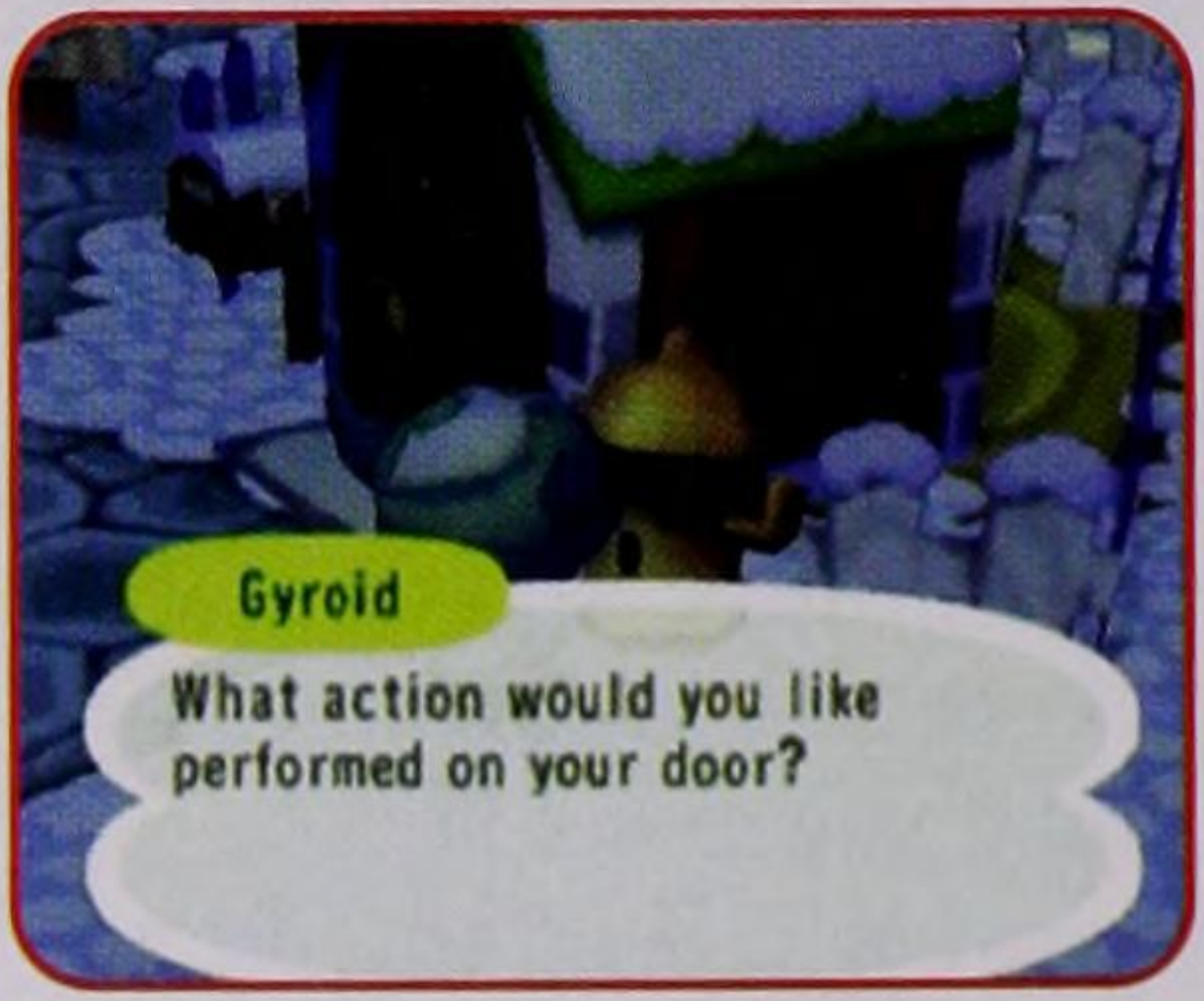
From here, save your game or add a picture to the front of your door! You can also display up to four items. This is useful if you have friends (from this town, or other towns) who want a particular item.



That's display only.

Place the item you want to display in one of the four circular holes, and your friends can either grab it, or pay your Gyroid money for it! You can select how much money to sell an object for when you place the object inside the Gyroid.

Up to four people can live in your village, although only one can play at a time. Any occupied house has a Gyroid that looks at you as you pass. Your house has a Gyroid that bounces around. Empty houses have Gyroids that stay still.

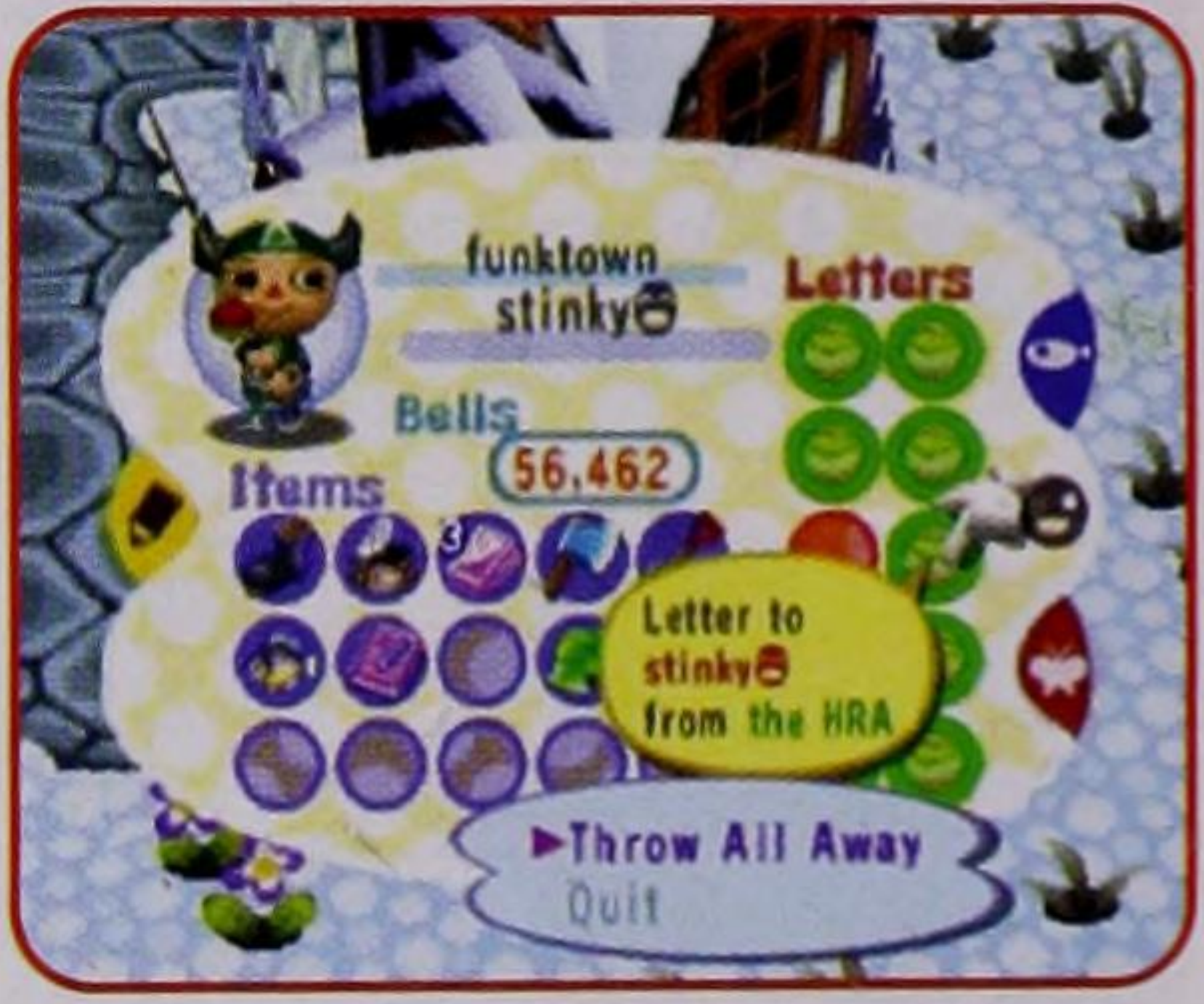


Gyroid
What action would you like performed on your door?

Remember that you can add a pattern to your front door to make your house unique. This house has a picture of a squirrel named Conker on its door. The paint program available at the Able Sisters' Design Store allows you to paint an image you want.

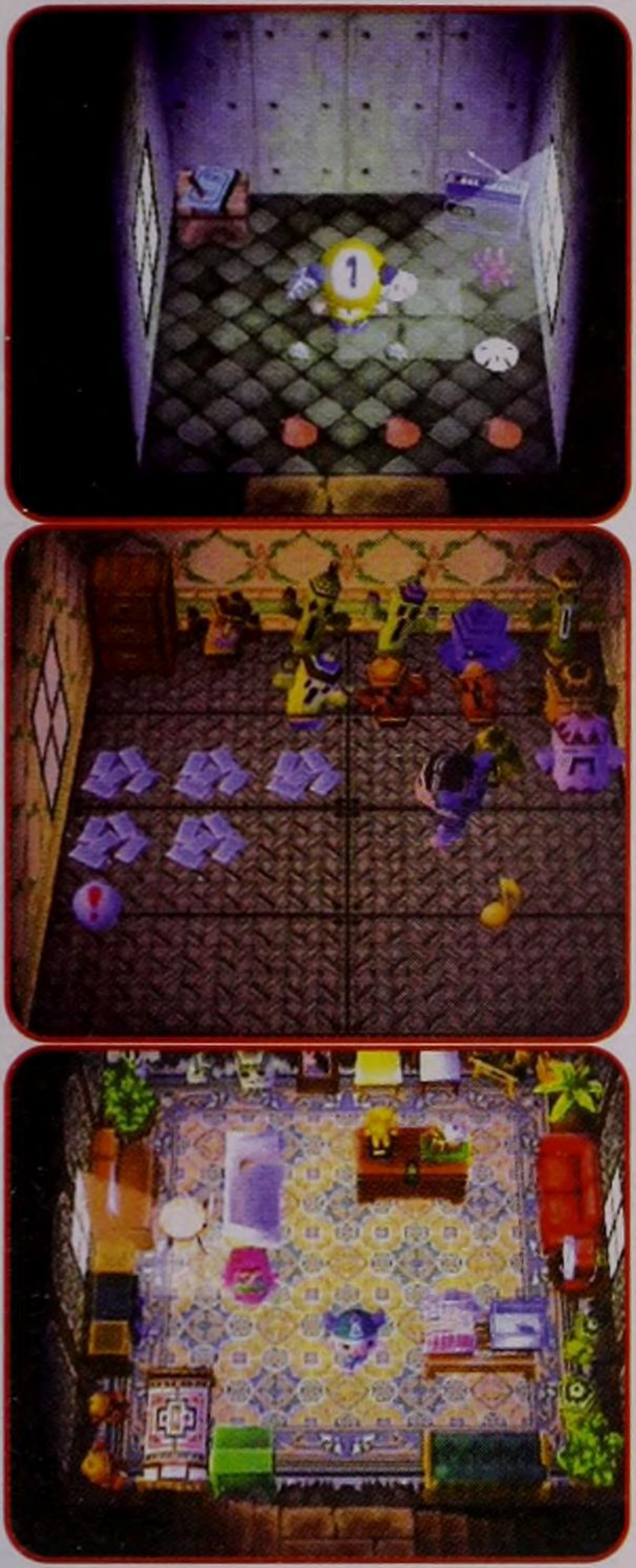
NOTICE
1.9 Thu
10:42 am

On the other side of your house from the Gyroid is the mail box. At 9 a.m. and 5 p.m. everyday, Pete the mailman flaps into your area and delivers mail. When the mail box flap is open, mail is available. Grab it and read it all!



To delete mail messages, press Ⓨ and highlight any letters you want to get rid of. Remove the gift from any letters with presents first. Save letters you want to keep at the Post Office.

Building up your House



The pictures above show how your house can be expanded throughout the game. You do this by paying off your debt to Tom Nook.

Your Funds
15,941 Bells
Tom Nook

So tell me, stinky, what color roof does your dream house have, hm?

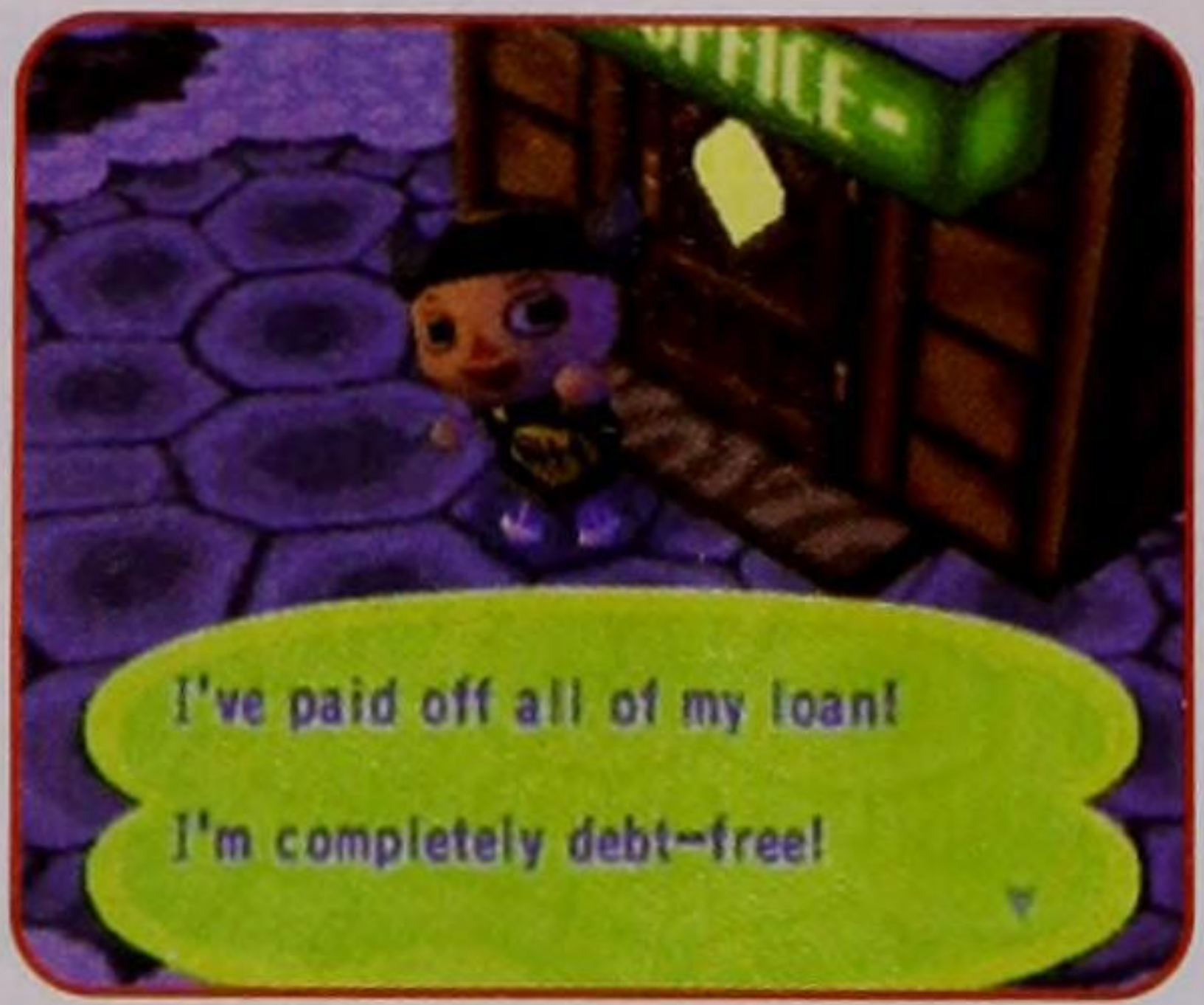
Painting the roof of your home is an easy process—you can buy paint for 900 Bells in the store, and the next day Tom Nook automatically paints the roof. Or, you can receive a free paint job when you increase the size of your house.

Your Funds
65,741 Bells
Tom Nook

I see! Excellent choice! A basement it is! You'll have to pay for it, of course, or else I'll fill it back up with dirt!

The following table shows the stages of your home. Stages two, three, and four can be attempted in any order. We recommend adding a basement as soon as possible, or you'll be overrun with items and junk.

House Condition	Loan to Pay off
#1 Move-in	*19,800 Bells*
#2 First remodeling (bigger floor space)	*49,800 Bells*
#3 Add a basement (downstairs area)	*49,800 Bells*
#4 Make the house bigger (huge first floor)	*398,000 Bells*
#5 Add a second story (upstairs area)	*798,000 Bells*



I've paid off all of my loan!
I'm completely debt-free!

To build up your house, you must pay off each loan. Once it has been paid off, you shout with excitement, and Tom Nook asks you if you want to expand. Yes, please!

Your Funds
89,680 Bells
Tom Nook

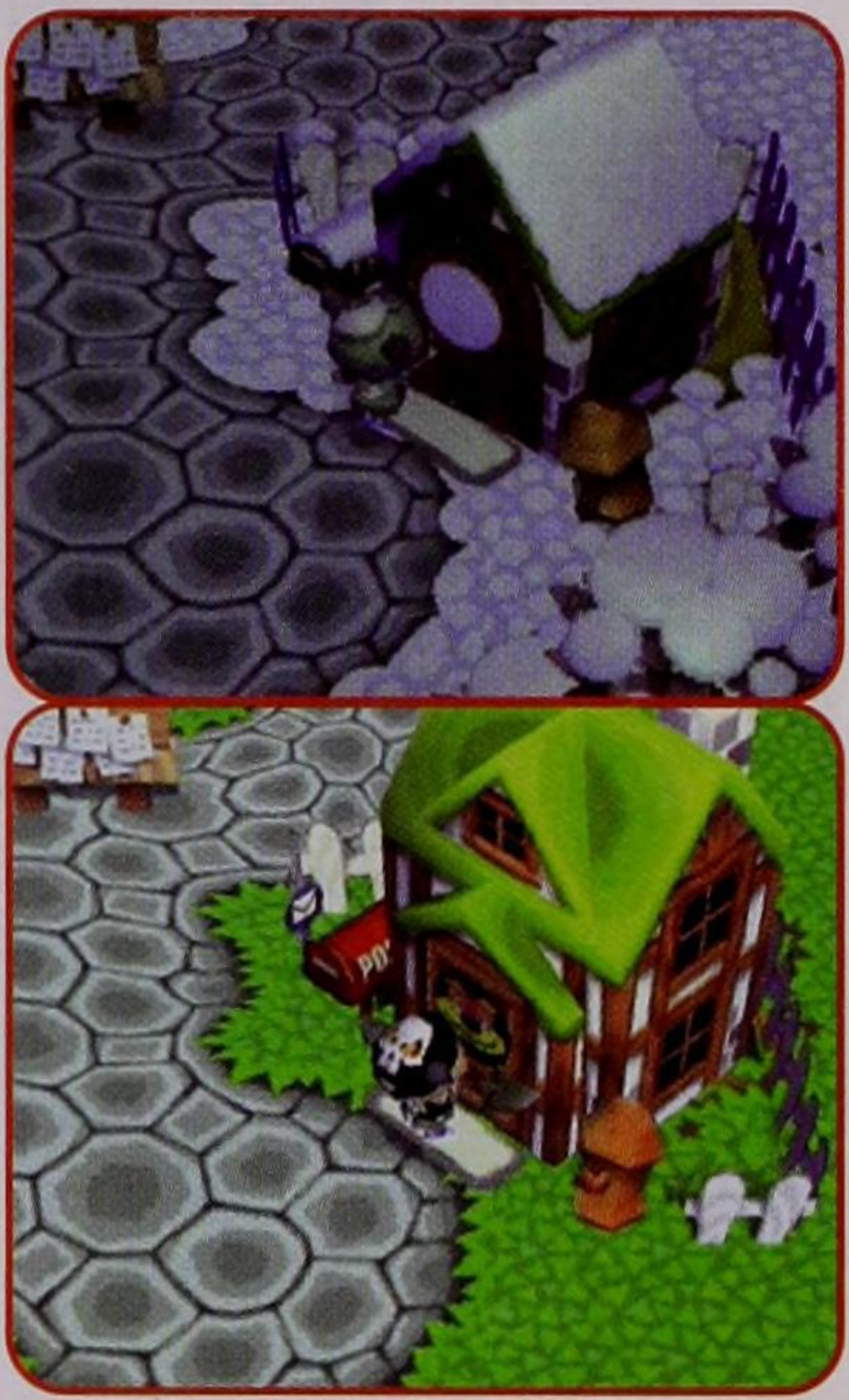
Truly amazing, that's no lie! Paying off ALL the money you owed on your house! Incredible! I salute you!

Remember that you don't have to pay off Tom Nook's final loan of 798,000 Bells, but if you do, you can begin to deposit your own money at the Post Office, instead of paying off the loan. And there are special prizes, too!

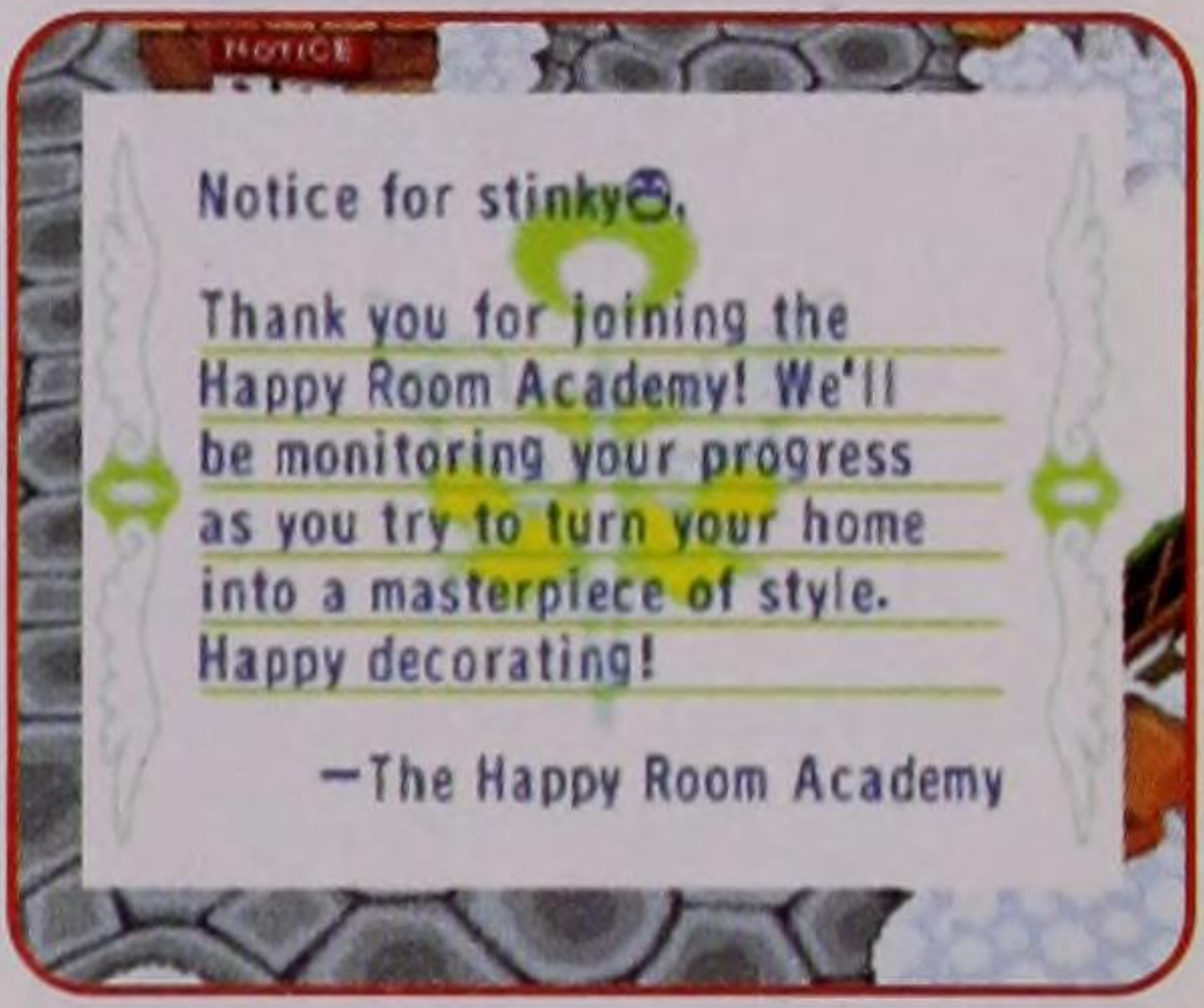
NOTE

Did you see a cockroach? Yuck! Stamp on them. They always appear, and there's nothing you can do about it, except to maintain your house on a daily basis. These cockroaches can't be caught as Insects, either.

The Happy Room Academy



Remember that the Happy Home Academy makes comments and awards points for your home, so keep it shipshape! You can buy paint at the store to change the roof color. Also, the more extensions Tom Nook places on your house, the more it changes. Check the two examples above.



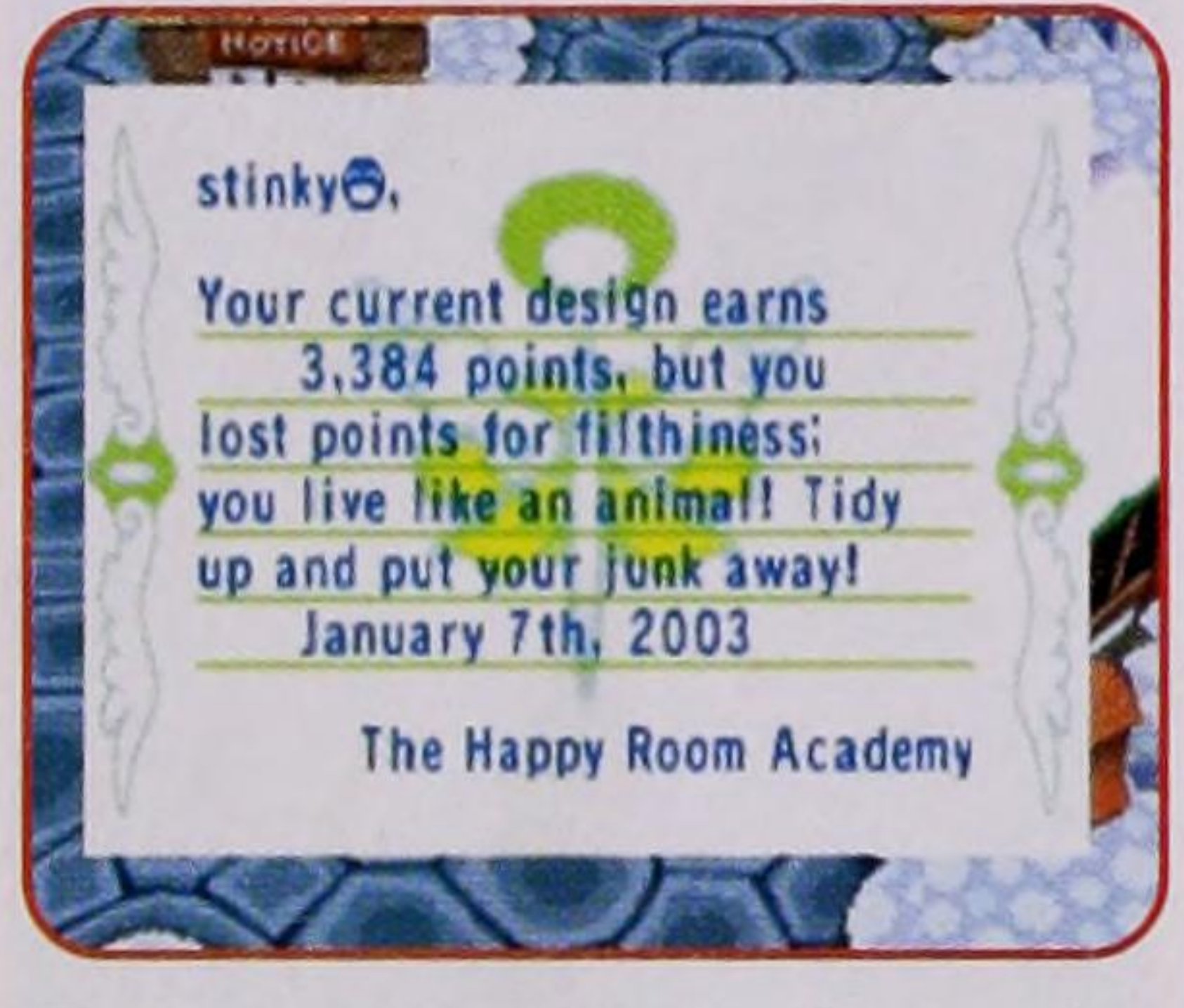
Notice for stinky.

Thank you for joining the Happy Room Academy! We'll be monitoring your progress as you try to turn your home into a masterpiece of style. Happy decorating!

—The Happy Room Academy

Happy Room Academy scores are determined by the types of furniture placed in the rooms. Don't worry about the basement—only the first and second floors are scored. The more common the item, the fewer points it is worth. The rare items give you loads of points.

You receive basic points for collecting essential items, such as beds and tables, and bonus points for collecting a whole set of stuff.


NOTICE

stinky,

Your current design earns 3,384 points, but you lost points for filthiness: you live like an animal! Tidy up and put your junk away!

January 7th, 2003

The Happy Room Academy

Every other day in the mail, you receive a point total from the Happy Room Academy, along with instructions on how to improve it. Need to reach new point totals and make your town a joyous place to live? Then gather up the points by completing the tasks in the tables below.

NOTE

You also receive a bonus if the set of items you have is Lucky. Check the list at the back of the book to find out which item series are Lucky. Points are also deducted if you place objects without leaving room for you to walk around, so go with the flow. Finally, your town becomes a preferred place to live at 20,000, 40,000, 70,000, and finally the maximum of 100,000 Happy Room points; and this makes the Wishing Well happy!

Happy Room Item Points

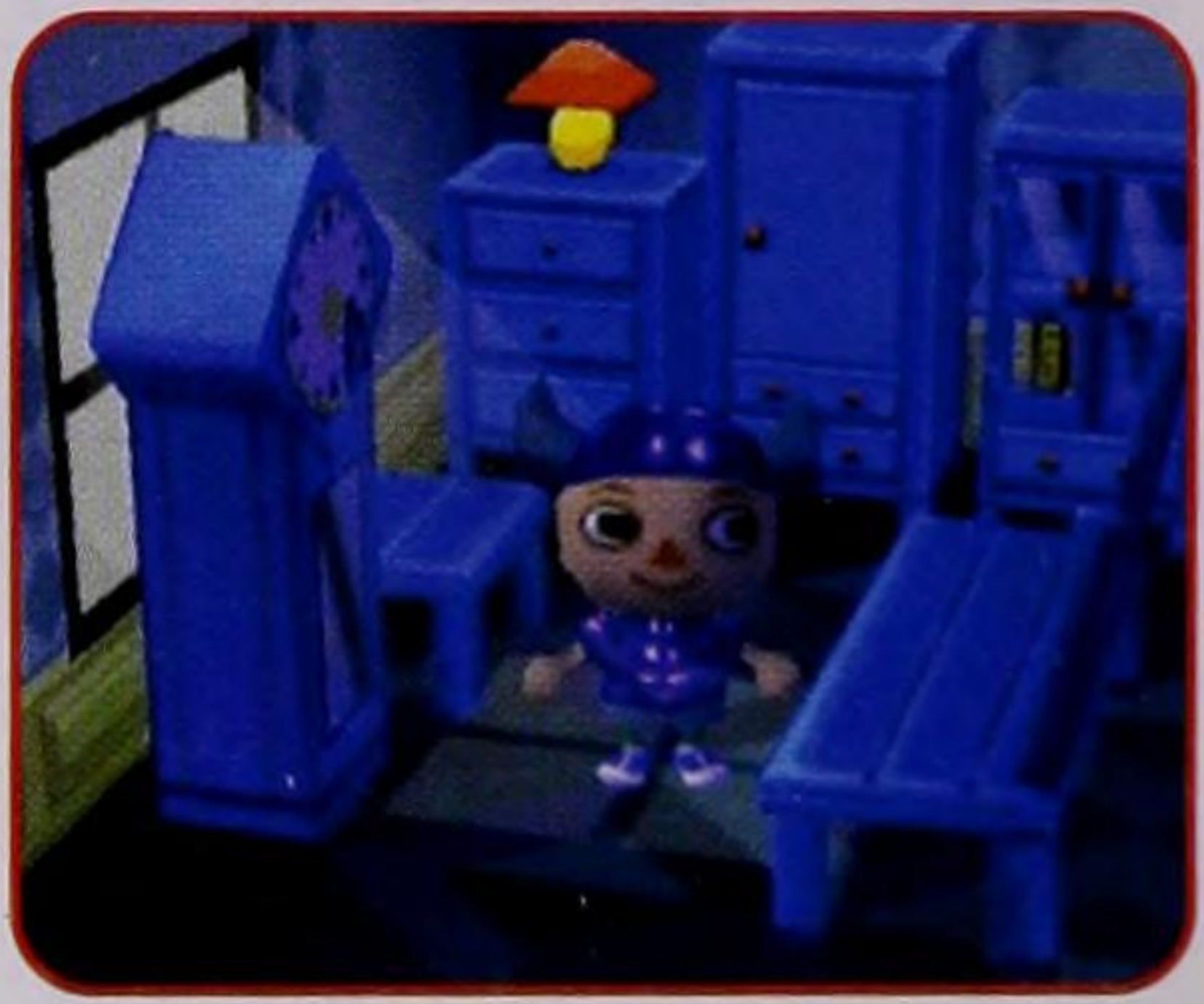
Point Description	Points Awarded
Item bought from Tom Nook	51
Item bought from Crazy Redd	412
Item from Saharah	412
Item from Wendell	412
Item from Gulliver	412
Item from Igloo game	412
Item from Tortimer (that can be bought)	412
Item from Tortimer (that cannot be bought)	1,111
Item from Jack	1,031
Item from Jingle	1,224
Item from Snowman	888
Gyroid dug up	821
Tom Nook Lottery prize	1,029
Limited time items (Harvest series, etc)	700
Clothes/Fish/Insects	3
Your own designed clothing	3
Fossils after appraisal	300
Complete Fossils after appraisal	1,000 (each)
Birthday cake	1,000
Received after completing Museum	1,111
Received after starting Post Office savings	1,111
Received after maxing Happy Room points	1,111
Received for winning Fishing Tournament	1,111
Items on Tropical Island	1,300
NES® game acquired on Tropical Island	1,983
Secret NES game acquired (e-Reader card)	1,983
Secret Furniture acquired (e-Reader card)	1,000
Special NES games (*Tennis, Donkey Kong, DK Math, Balloon Fight*)	1,000

Happy Room Complete Room

Bonus Plan of Action	Points Awarded
Complete living essentials with different pieces	4,400
Complete living essentials with same series	16,000
Arrange only carpet and wallpaper from same series	1,000
Complete series	Number of pieces x 7,000+15,000
Complete basic series	48,000
Add matching wallpaper and carpet from different series	4,800
Add matching wallpaper and carpet from same series	10,000
Complete furniture from same set	Number of pieces x 3,000
Lucky or special items	777

NOTE

The term "living essentials" means a table, chair, bed, and place to store items. The term "complete living essentials" refers to a list of 10 furniture pieces in a series. The term "special items" refers to furniture with all four Lucky colors. The term "set" refers to a number of similarly labeled furniture pieces that aren't in a series. Look in the checklist at the back of the book for the lists of essentials to find.



The following table shows the different furniture types that are known as a "series," such as the partial Blue Series example, shown above. The exact items in the series are shown in the checklist at the back of this book. The associated carpet and wallpaper is shown to make your room choices easier.

Series Name	Associated Carpet	Associated Wallpaper
Blue	Blue Flooring	Blue Wall
Exotic	Exotic Rug	Exotic Wall
Ranch	Ranch Flooring	Ranch Wall
Kiddie	Kiddie Carpet	Kiddie Wall
Classic	Classic Carpet	Classic Wall
Green	Green Rug	Green Wall
Modern	Modern Tile	Modern Wall
Lovely	Lovely Carpet	Lovely Wall
Cabana	Cabana Flooring	Cabana Wall
Regal	Regal Carpet	Regal Wall
Cabin	Cabin Rug	Cabin Wall
Jingle	Jingle Carpet	Jingle Wall
Spooky	Spooky Carpet	Spooky Wall
Snowman	Snowman Carpet	Snowman Wall
Harvest	Harvest Rug	Harvest Wall
Space	Lunar Surface	Lunar Horizon
Dry Landscape	Sand Garden	Garden Wall
Garden	Mossy Carpet	Mortar Wall
School	Classroom Floor	Classroom Wall
Construction	Closed Road	Blue Tarp
Western	Western Desert	Western Vista
Pro-Wrestling	Boxing Ring Mat	Ringside Seating
Chess	Chessboard Rug	Backgammon Wall

Lucky and Colorful Items

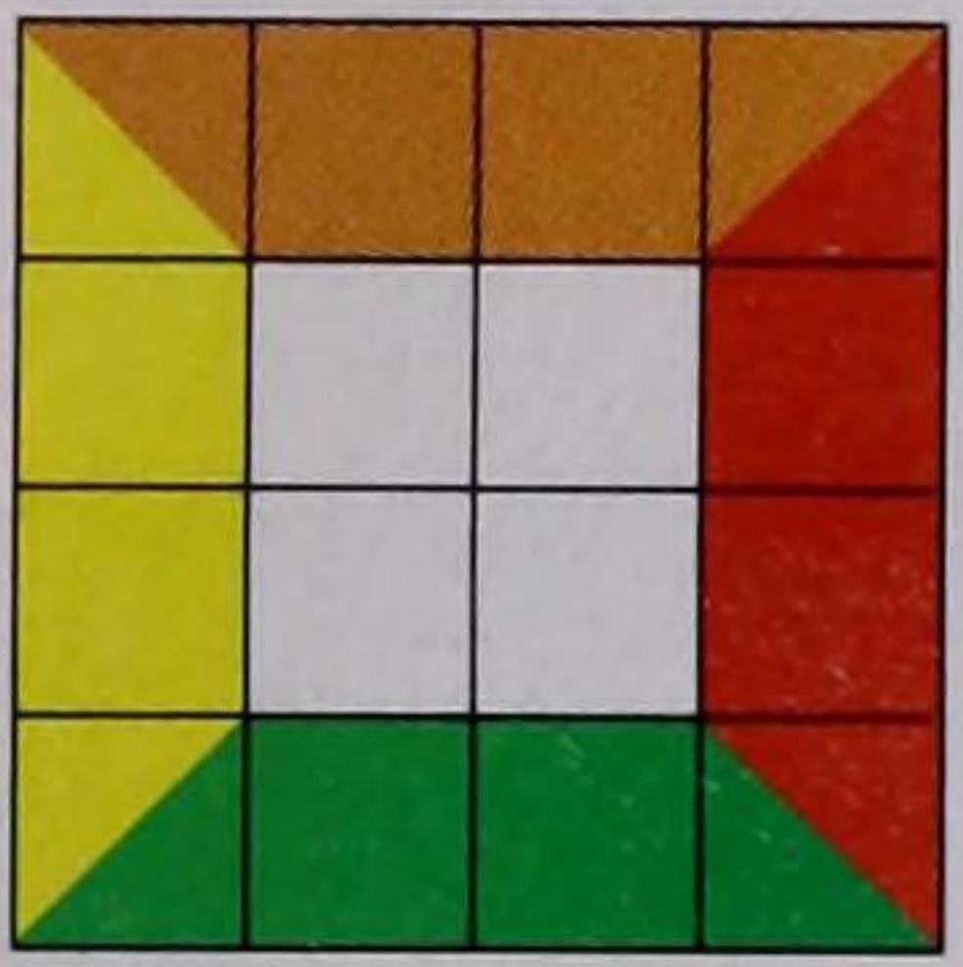
Check it out! I dug up 10,000 Bells!

Not only can you receive accolades from the Happy Room Academy, but you can also increase your money luck and item luck in the game. How does this work? Increasing money luck means you'll find bags of Bells more often, and the bags will contain larger amounts. With item luck, the luckier you are, the more chances you have of finding a rare item or one you need to complete a collection.

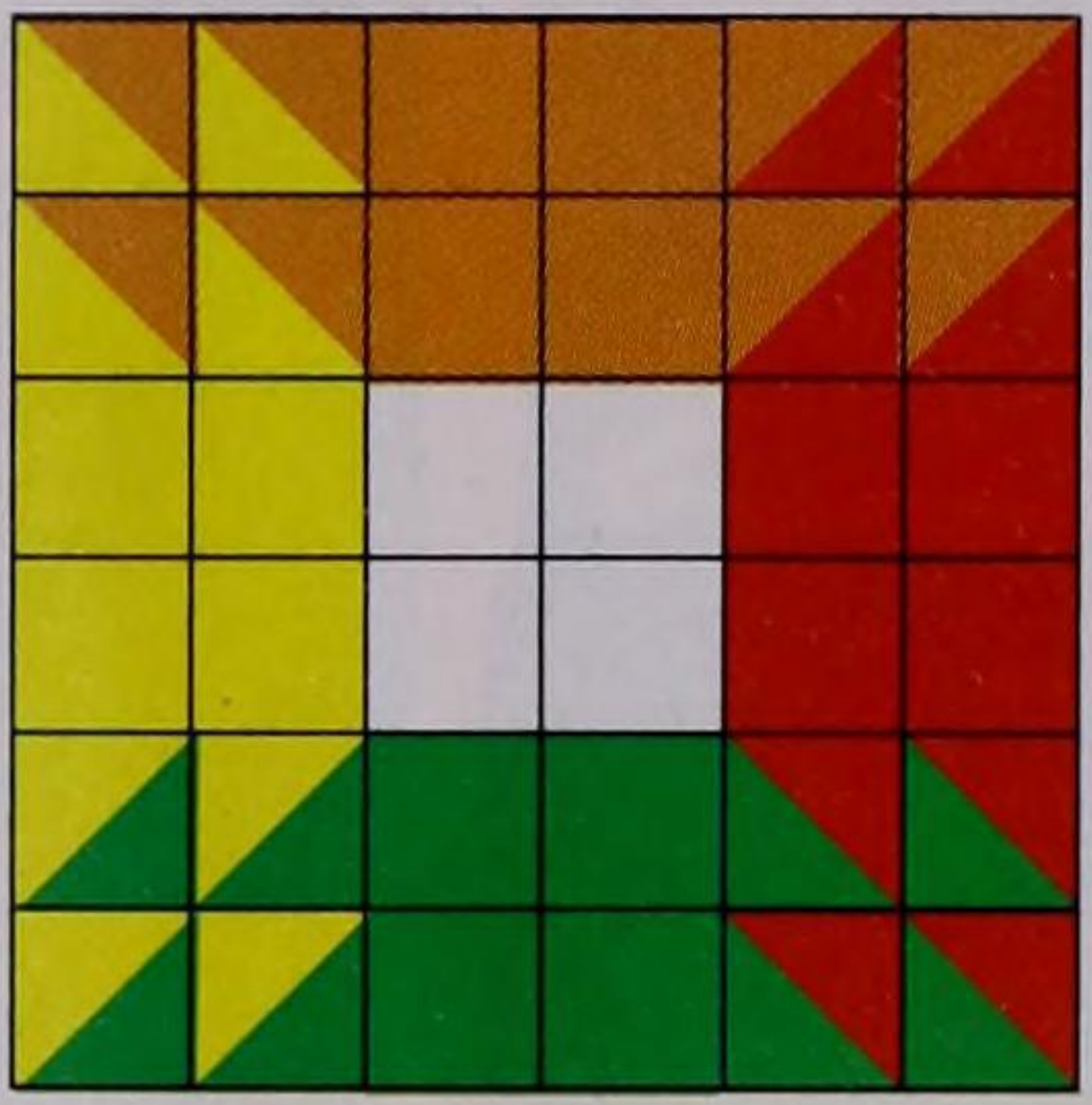
toilet
daffodil
sunflower
tanabata palm
retro TV
big festive tree
festive tree
2,480 Bells
152/231
top
bottom

There are two ways to increase your money and item luck. The first is to obtain Lucky items. The checklist at the back of this book lets you know if a particular item is Lucky or not. The second way to increase money and luck is by using Feng Shui.

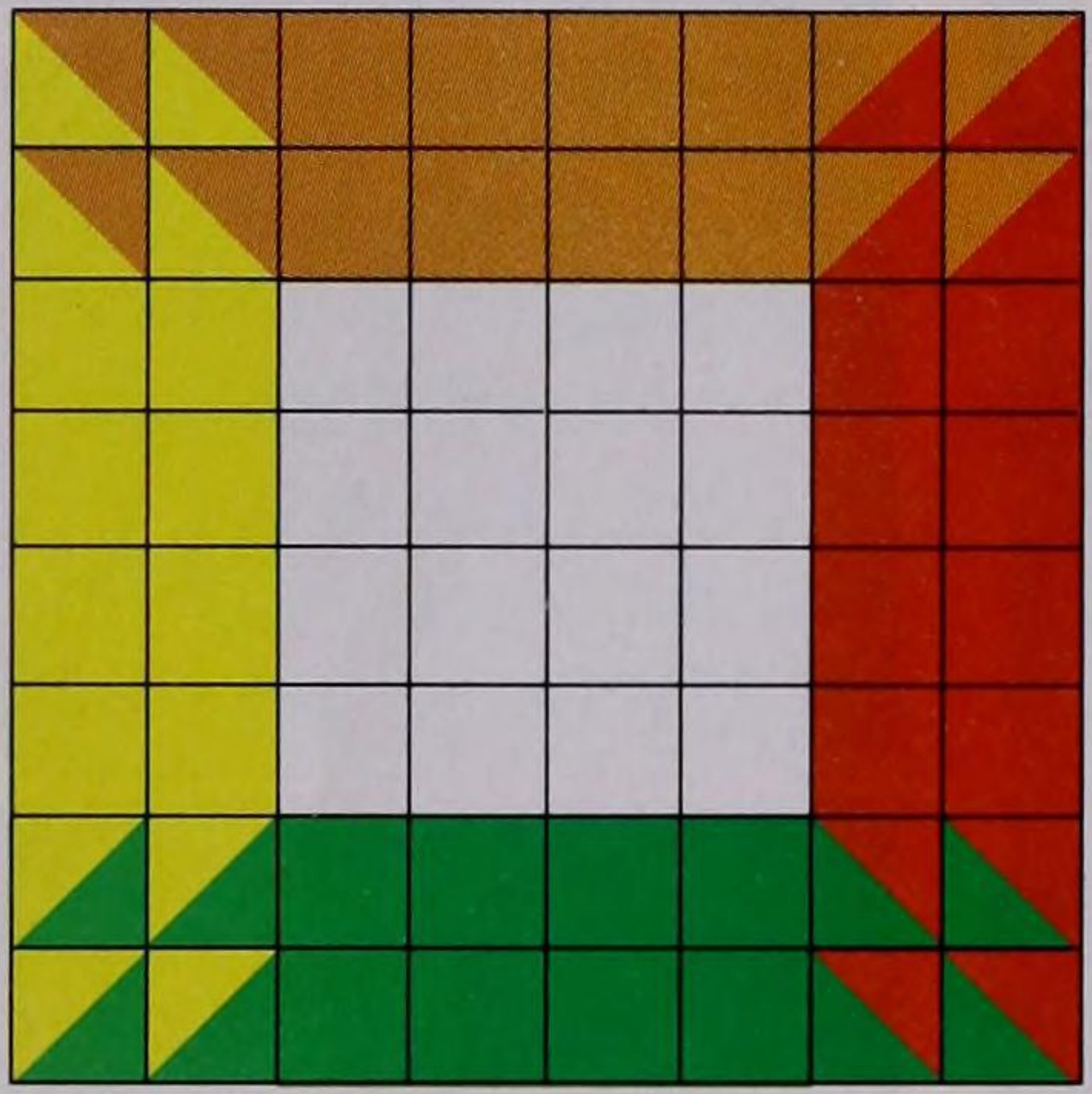
Feng Shui House Table



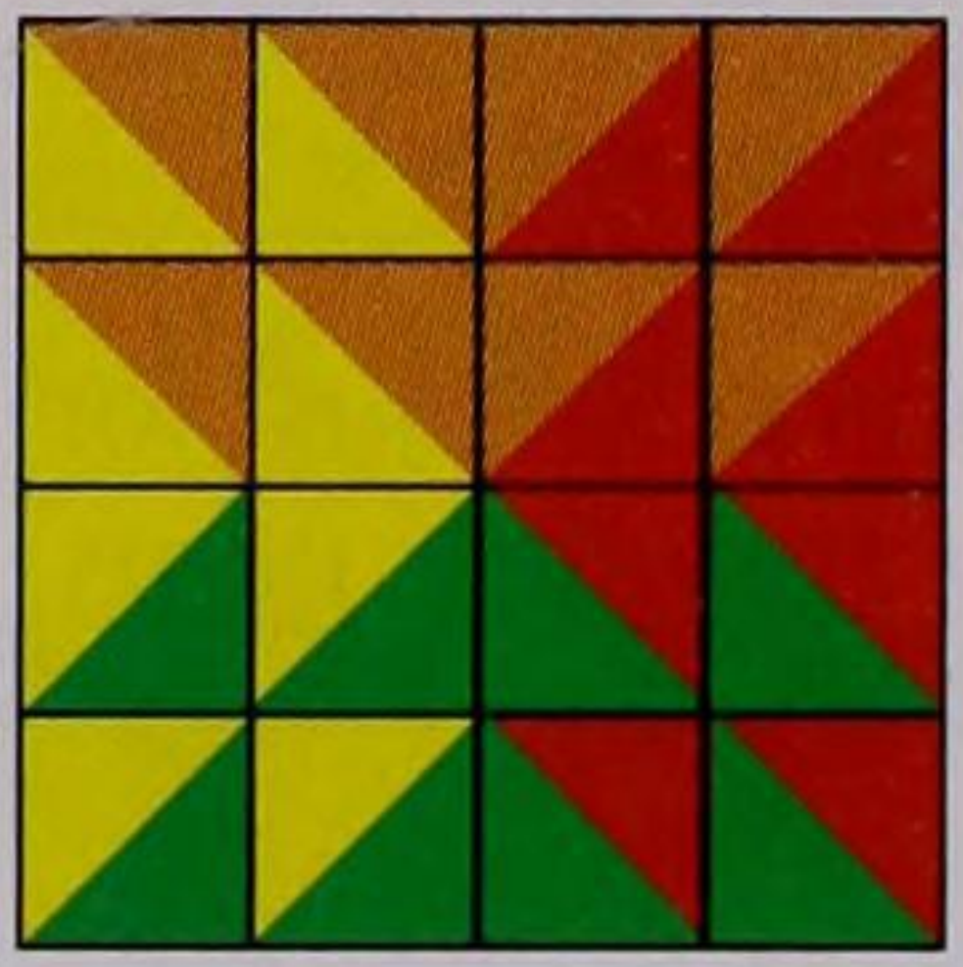
Stage 1 House



Stage 2 House



Stage 3 First Floor

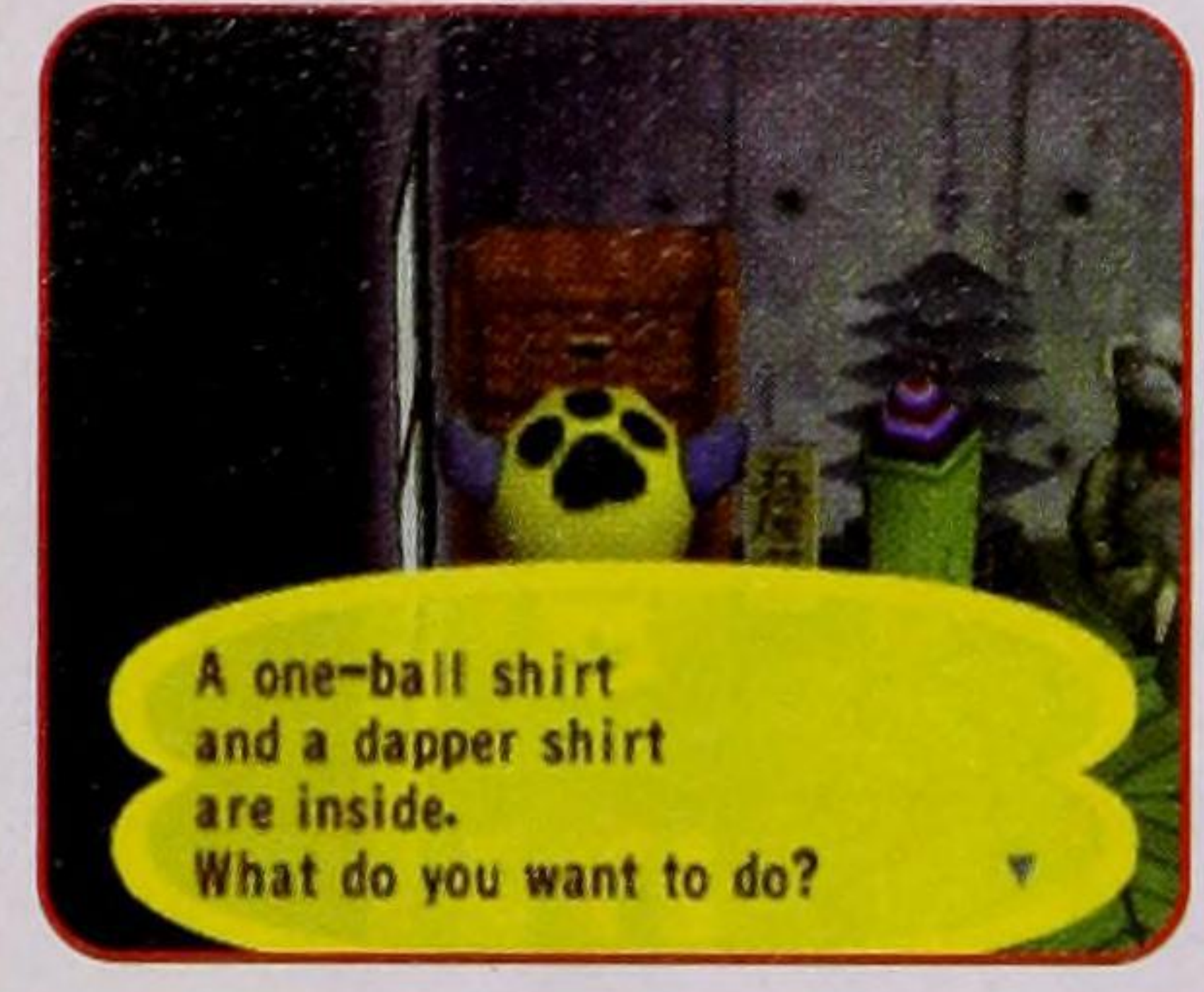


Basement

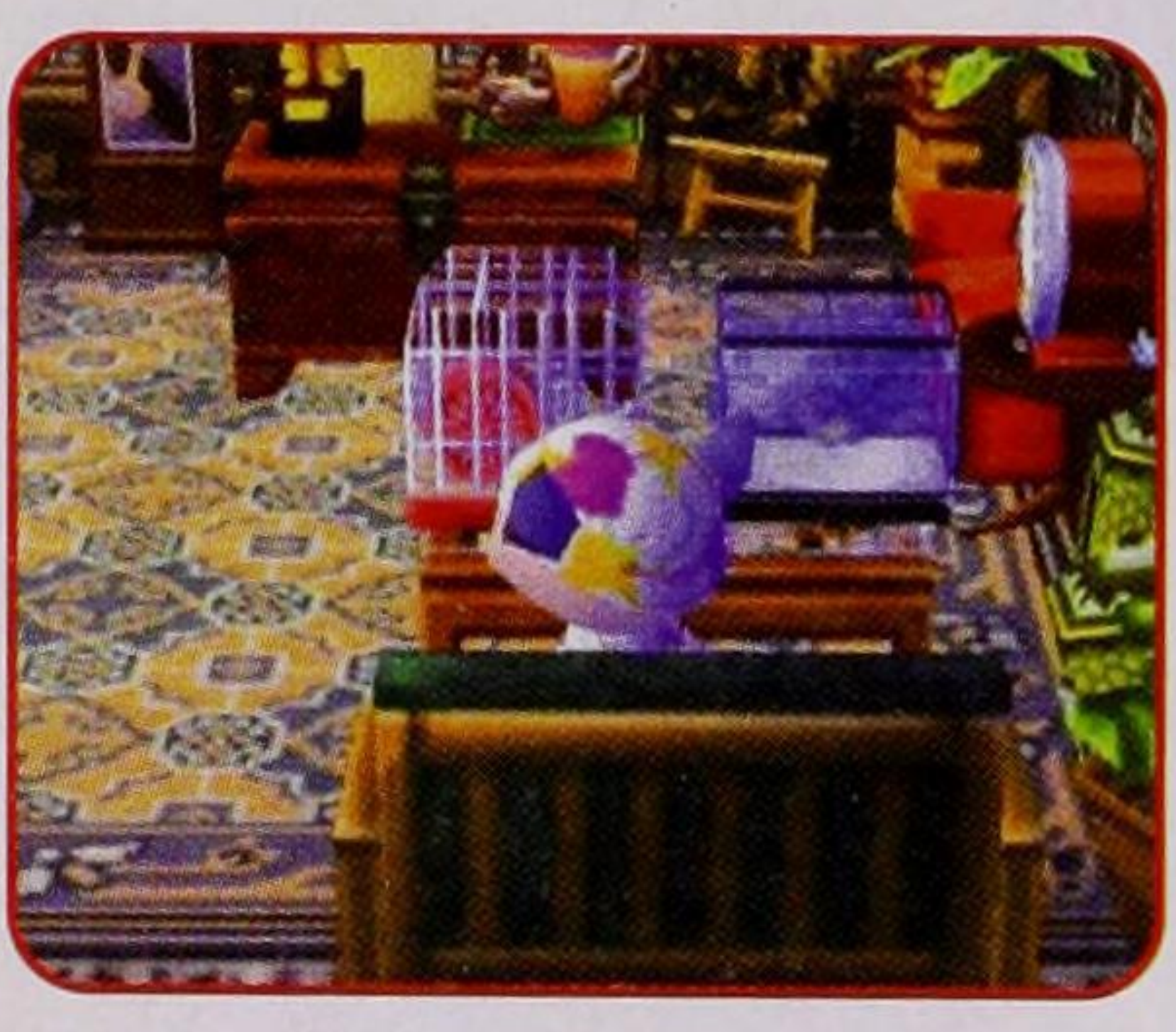
Room Color	Associated Wall	Type of Luck Increased
Red	East (right)	Item
Green	South (bottom)	Item and Money
Orange	North (top)	Item and Money
Yellow	West (left)	Item and Money

Colorful items are also important, as each wall of your home on every level, including the basement, has a particular color association. Look at the nearby chart to see where to place each object with an associated color to it. Remember that some objects may look a certain color, but they don't help your luck. The more colored objects you correctly position, the higher your luck becomes.

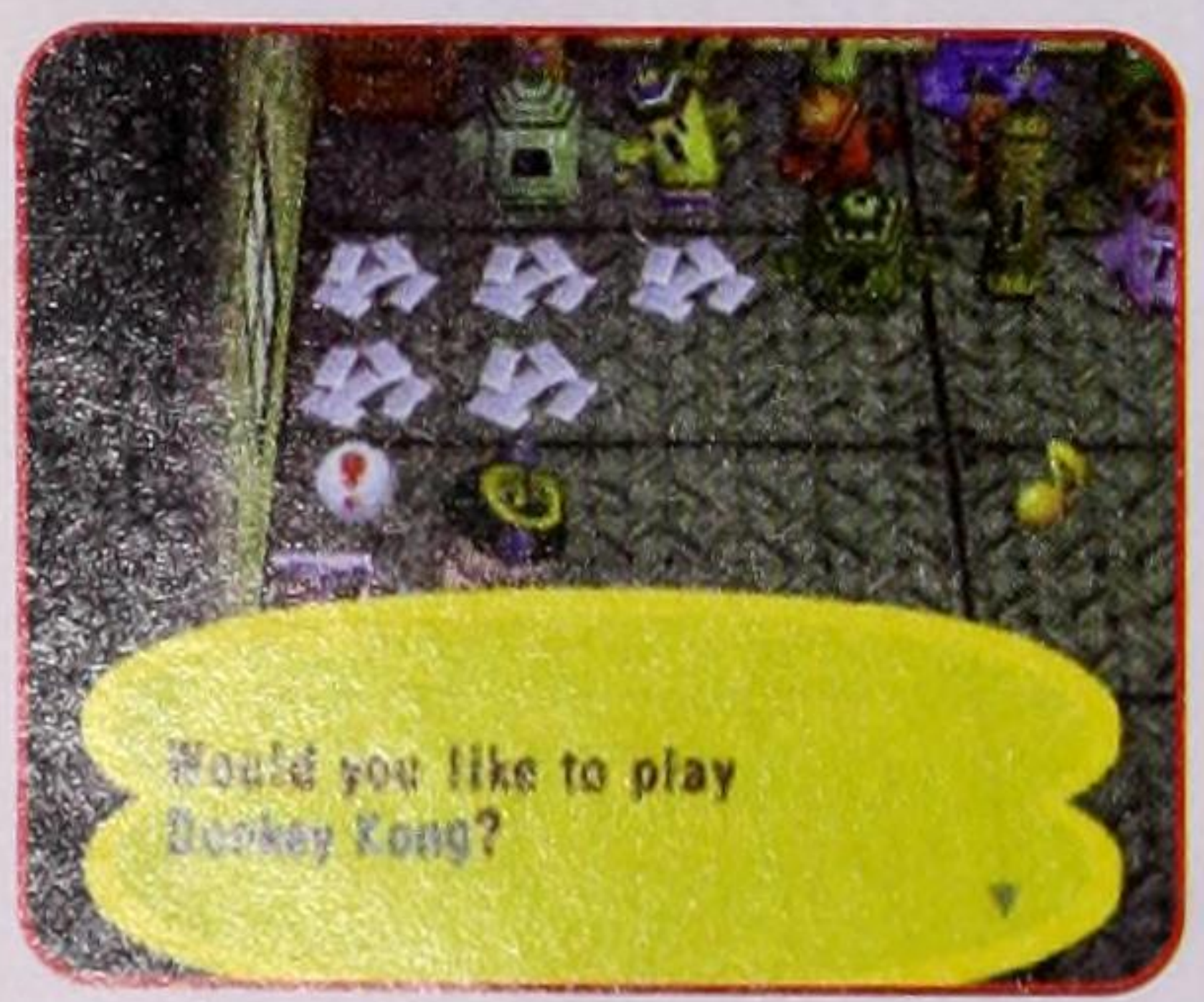
Fun in the Home


A one-ball shirt
and a dapper shirt
are inside.
What do you want to do?

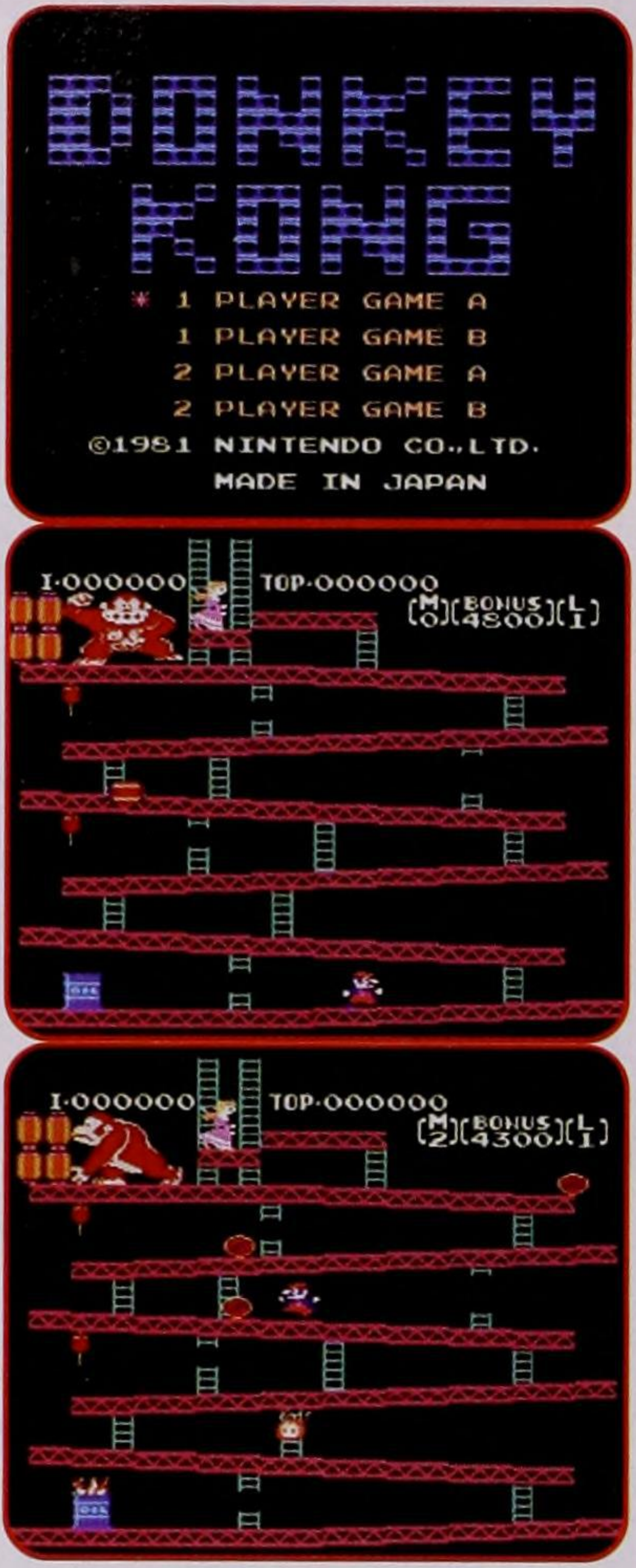
Your home isn't just for storing countless items, it's also where you can chill out. Start by buying a wardrobe. You can place clothes in this. Neat!



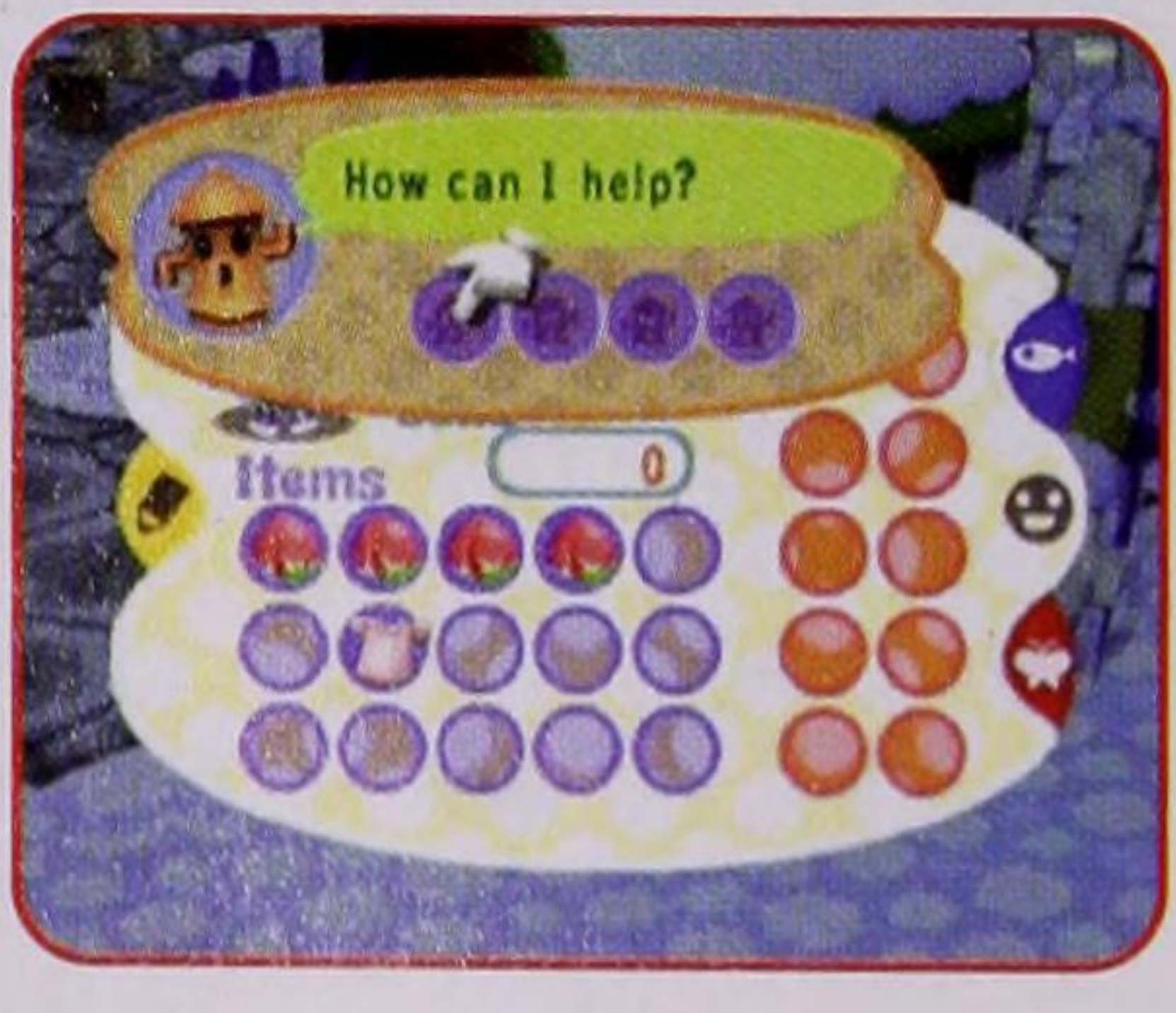
Other items of furniture, such as tables, can be placed so that other objects fit on top of them. Want a goldfish? Catch one, drop it on the table, and a tank appears automatically; or place a clock or small doll on the table.


Would you like to play
Donkey Kong?

Did you know that there are 19 different NES games to collect? Fifteen of them appear in the game, and four are to be released via collectible cards. The list of NES games is in the checklist at the back of the book.

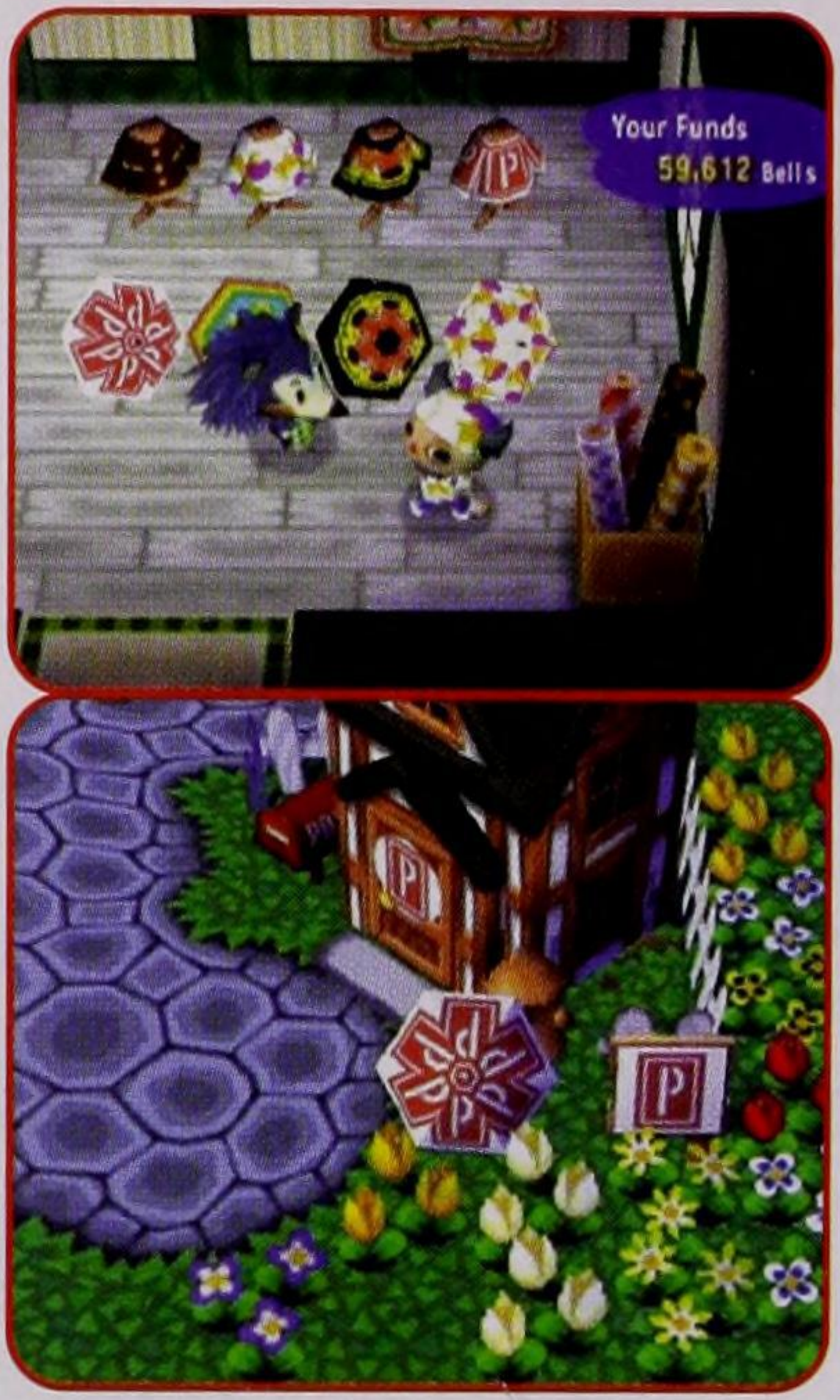

DONKEY KONG
1 PLAYER GAME A
1 PLAYER GAME B
2 PLAYER GAME A
2 PLAYER GAME B
©1981 NINTENDO CO.,LTD.
MADE IN JAPAN

Look! We're playing *Donkey Kong*! You have to buy an NES (Nintendo Entertainment System) for each game you want to keep, and these are rare items given in a Tom Nook raffle, for a birthday present, or after you complete a hard task.


How can I help?

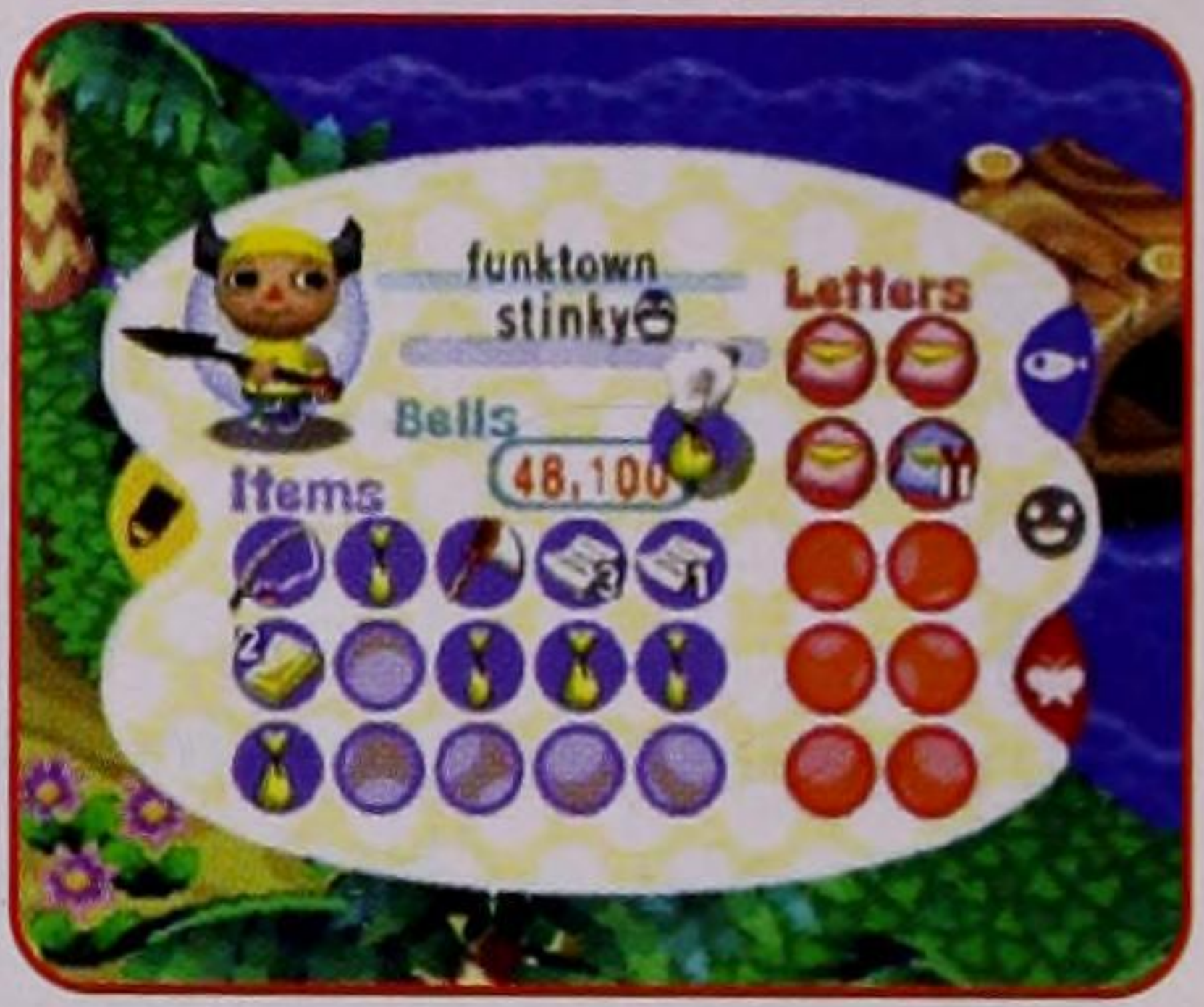
You can give these away to your friends, or swap different NES games just like any other item. That makes these consoles all the more important to sweeten a trade deal with your friends.

Custom Design Overload



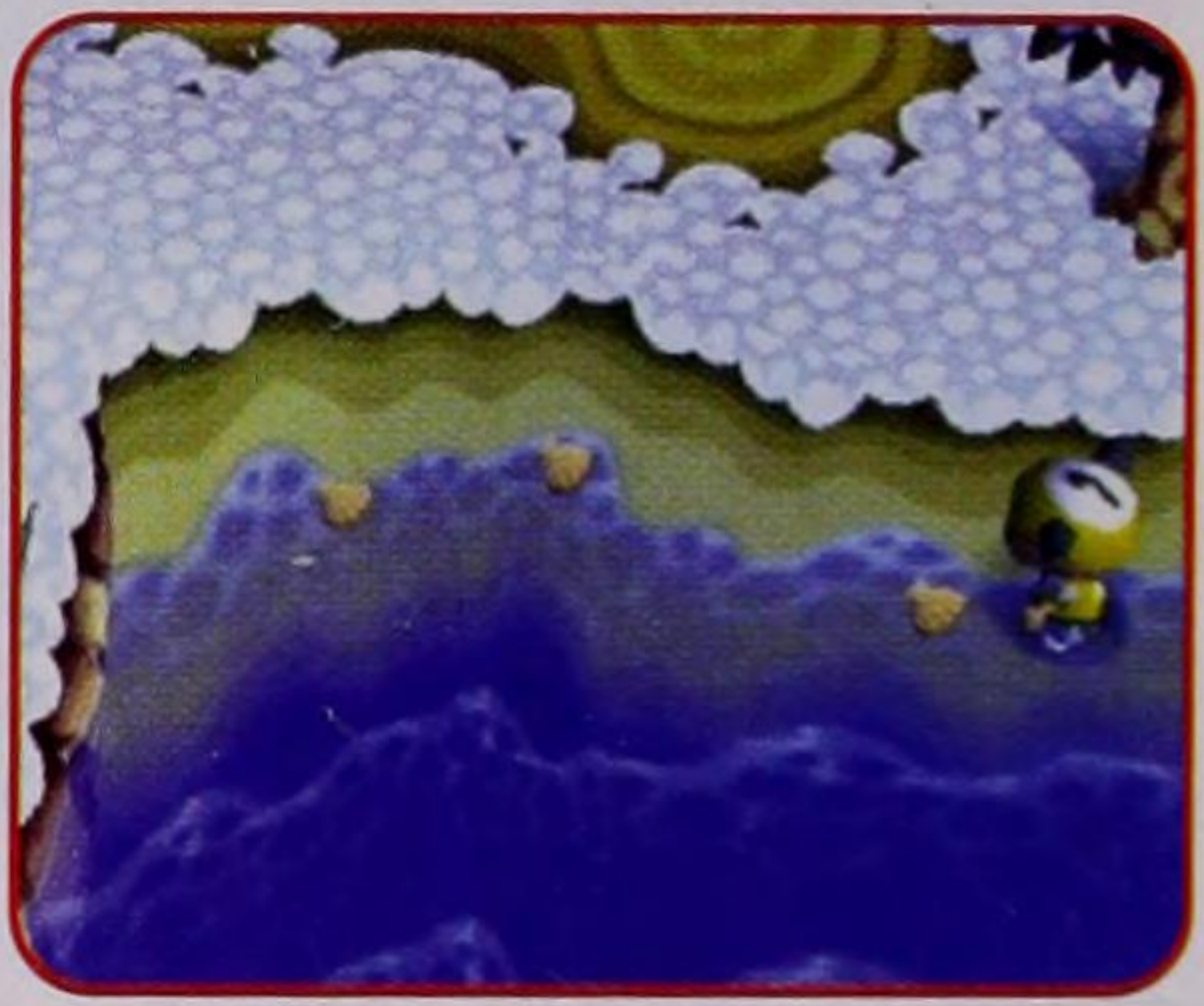
Your designs can be put on lots of things. Have you designed a flag for your Tropical Island yet? Placed a design on your house door? Bought a sign from Tom Nook and placed your design? What about clothes? Umbrellas? Make sure your design is super-cool, then plaster it everywhere! You can even write silly messages on the signs and place them for others to find!

Money-making Schemes



One of the most important things in the game—aside from living peacefully in the tranquil forests, skipping through the tulips, and picking peaches—is acquiring mad skills to pay the bills!

Shell Collecting

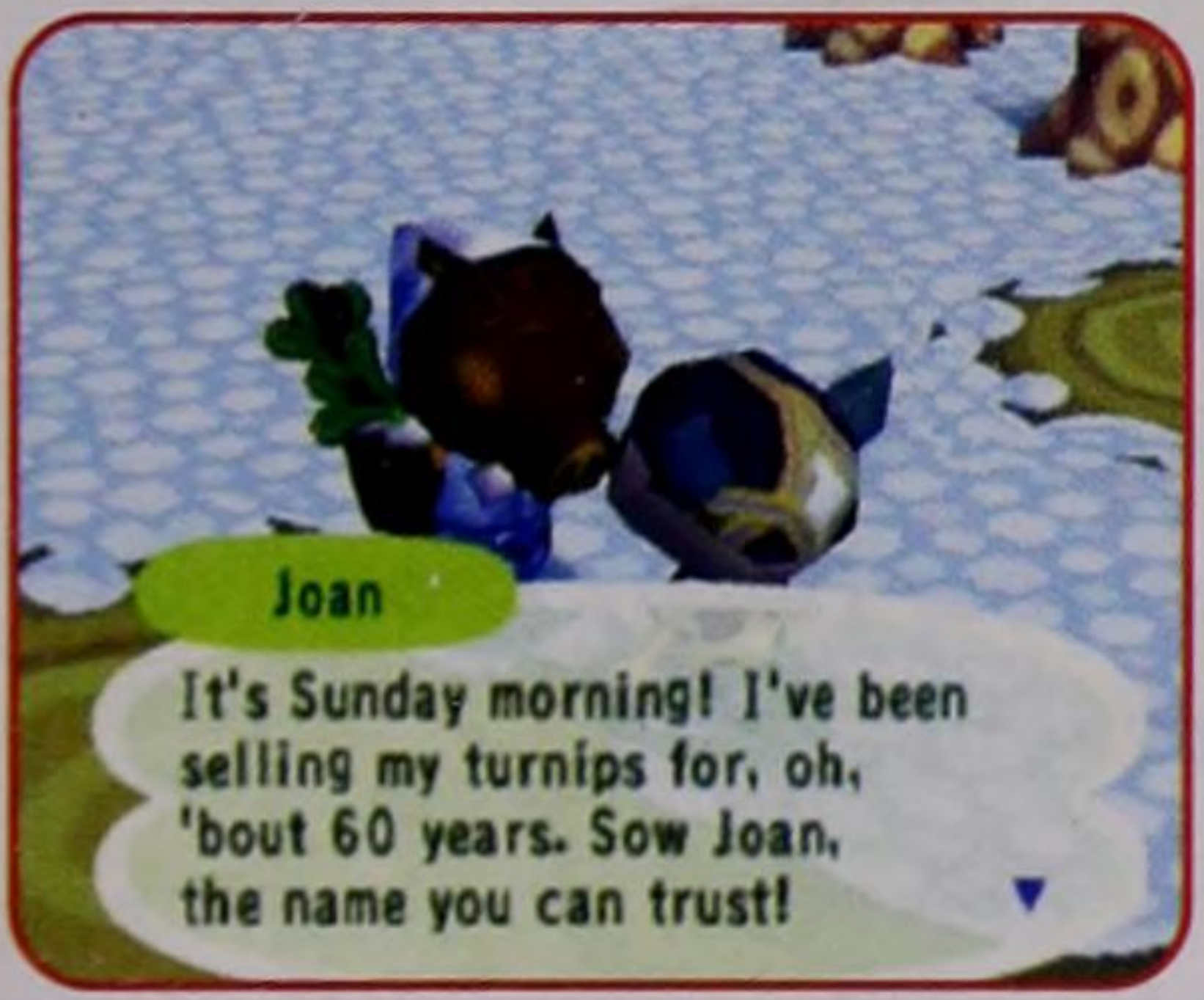


Bells: You need them, and we've got a plan to obtain them! In the initial game stages, collect shells on the beach, bring them to Tom Nook, learn which shells are worth the most, and continue to collect them. You can nab 4,000-5,000 Bells in a single haul.

Gone Fishing

Sit quietly on a jetty, during dusk, using our fishing guide to check when the biggest, most expensive Fish are going to appear, and begin catching Fish. You can grab a total of 100,000+ Bells, but the fishing takes some time. Try this with Insects, too, such as bees. Shake a tree, wait with the Net, and grab them. There are three bee nests in trees, and each can be sold to Tom Nook for 4,500 Bells!

The Turnip Cartel



Joan

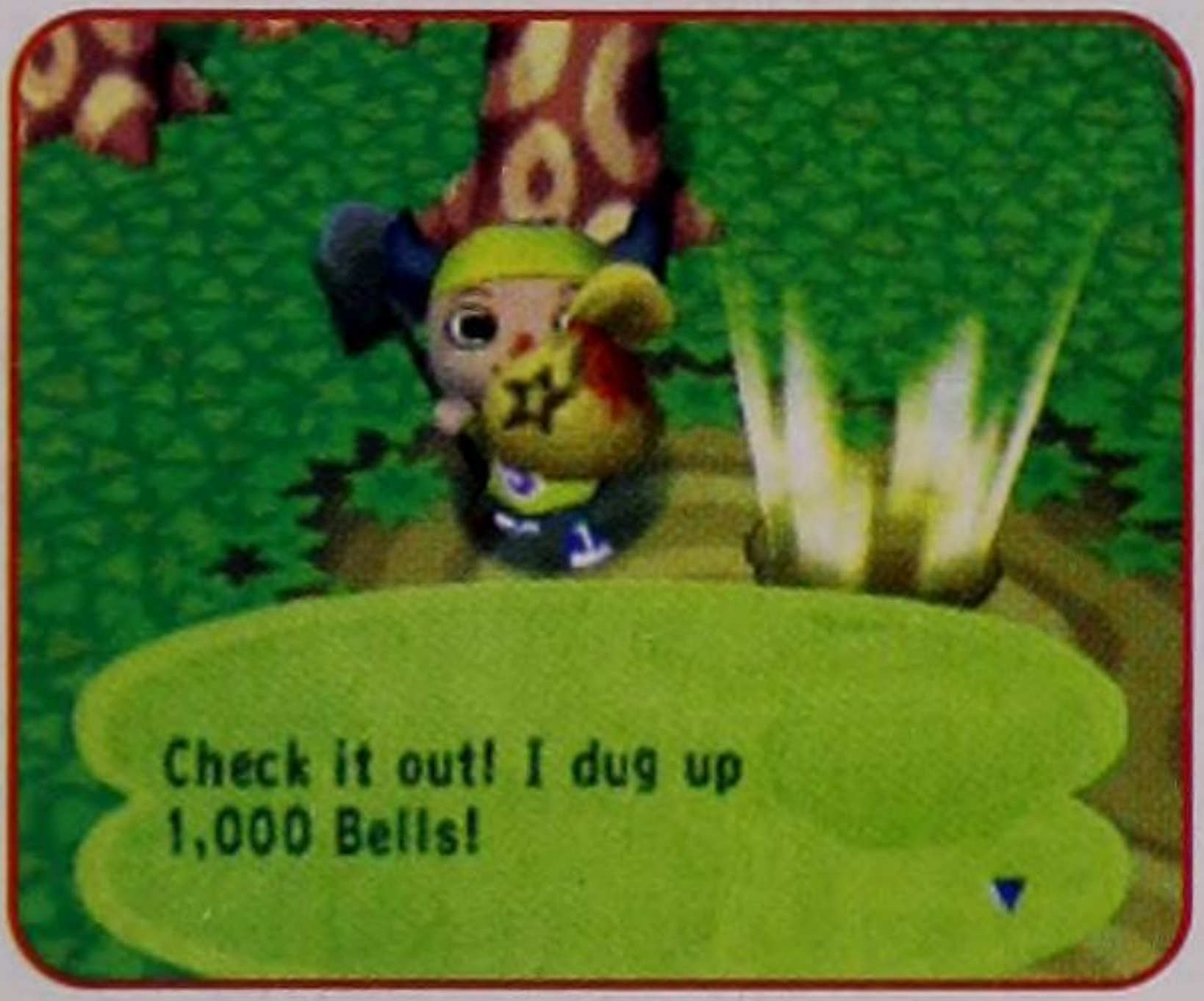
It's Sunday morning! I've been selling my turnips for, oh, 'bout 60 years. Sow Joan, the name you can trust!

Joan the Turnip seller appears on a Sunday morning between 6 a.m. and midday. Buy as many Turnips from her as you can. Enter Tom Nook's store the next day, and sell them for a huge profit. You can easily make 200,000+ Bells in a single day. However, after a couple of times, Tom's Turnip prices plummet, so you can't keep this scheme up for long!

The Dump Hunt

Wait a week, and then check the Town Dump and the Police Station for items. Then head to Tom Nook's store and sell it all. Depending on what you offload, this could be worth 2,000 Bells or so. But it's quick work!

The Money Tree



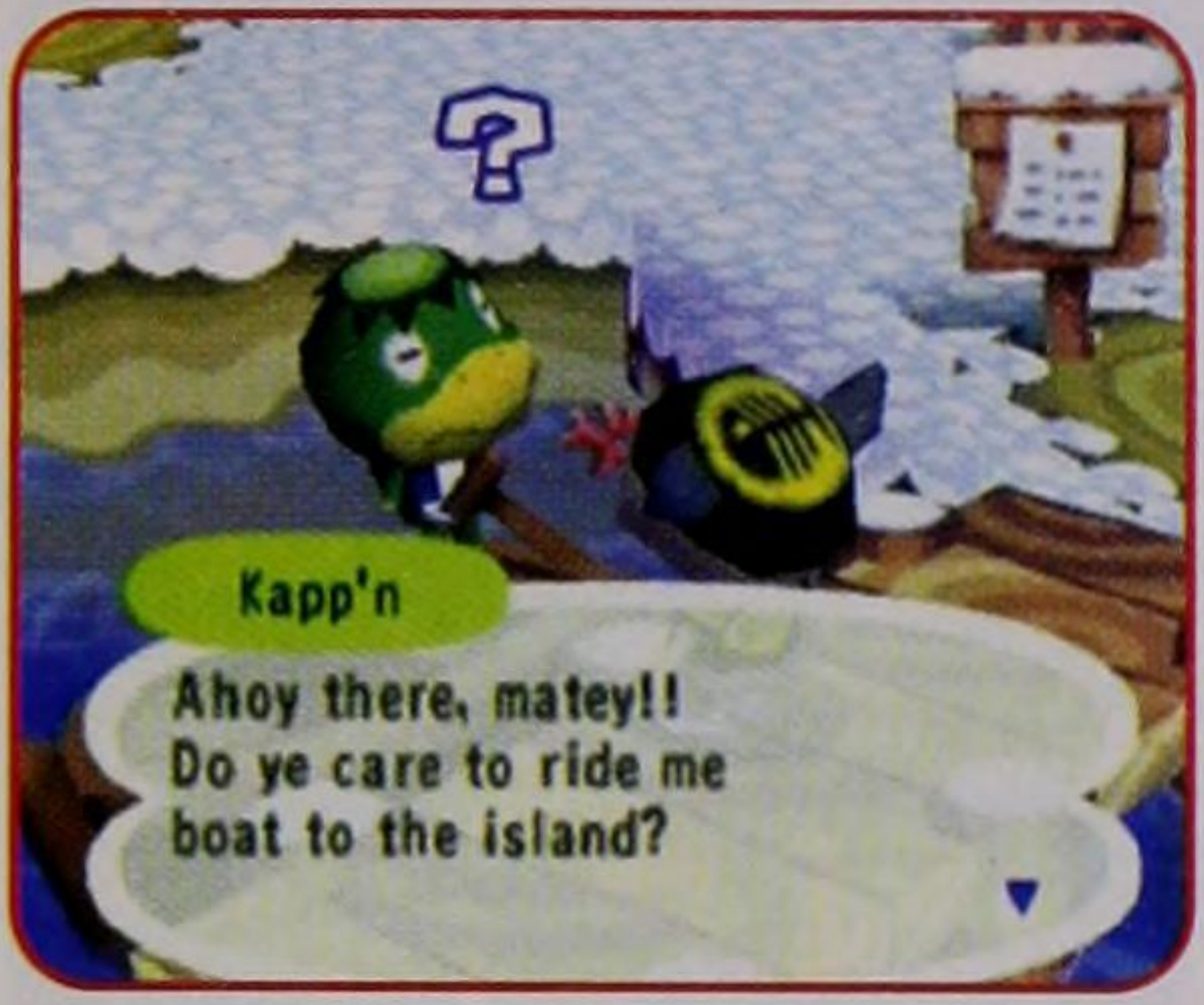
Check it out! I dug up 1,000 Bells!

Look for shards of golden light appearing from the ground. Dig there, and grab the bag of cash that appears. Now check if the surrounding area can support a tree (Nature's Way shows you the signs to look for). If it looks like a good place to grow a tree, bury a bag of cash.

Bury the Bells into the golden-shard hole. Don't just bury 1,000 Bells—try 30,000 Bells by grabbing money from your total and dropping it into your inventory. Come back four days later and see if the tree has grown. Three bags are waiting. That could be as much as 60,000-Bell profit. But watch out for friends stealing cash off the tree!

Tropical Fruit Paradise

The final method of gaining countless bags of cash takes about 15 minutes. You gain the most money if your luck is high, so get the color items in the right place in your home, then head to an orchard. You need lots of fruit for this to work.

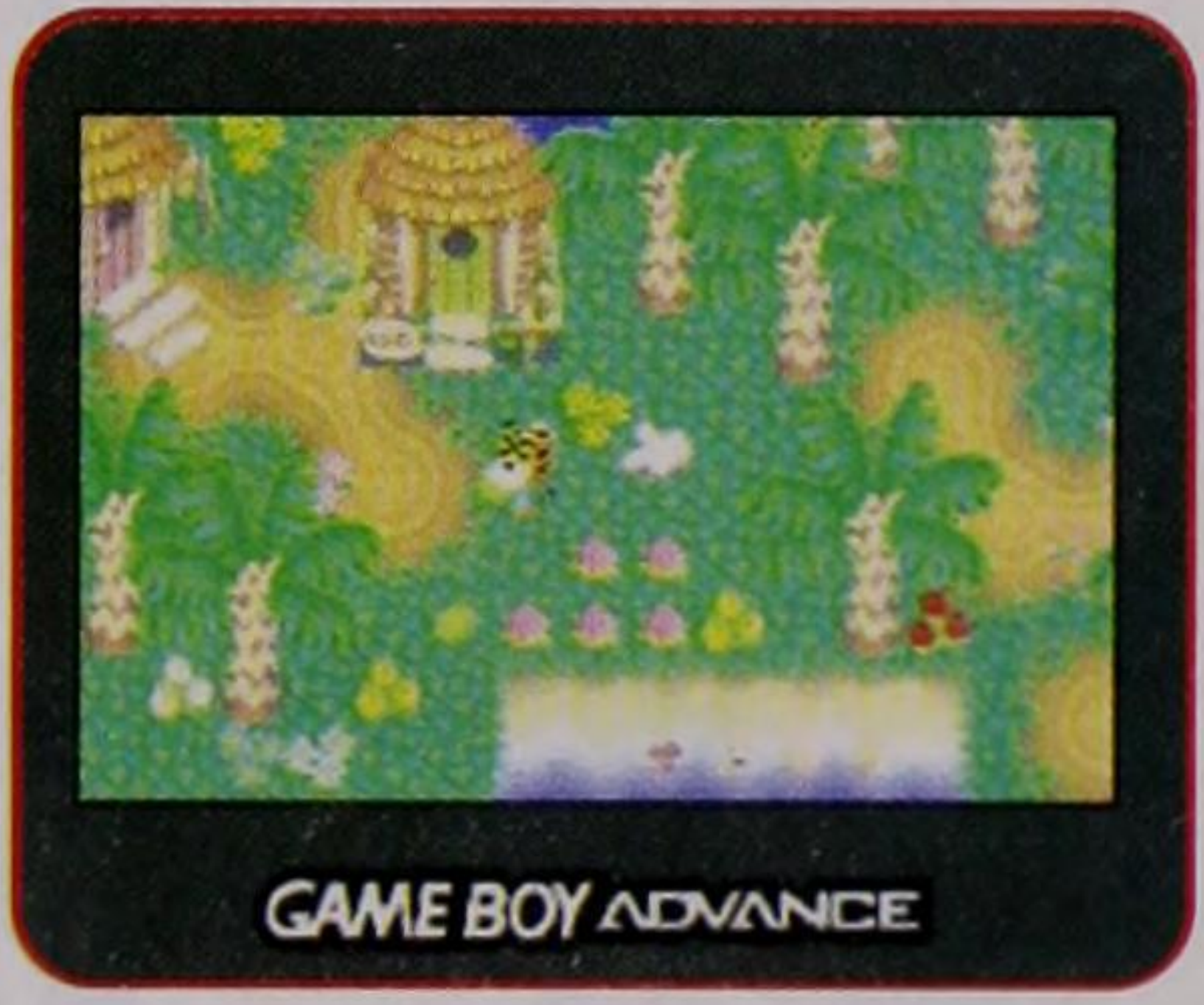


Kapp'n

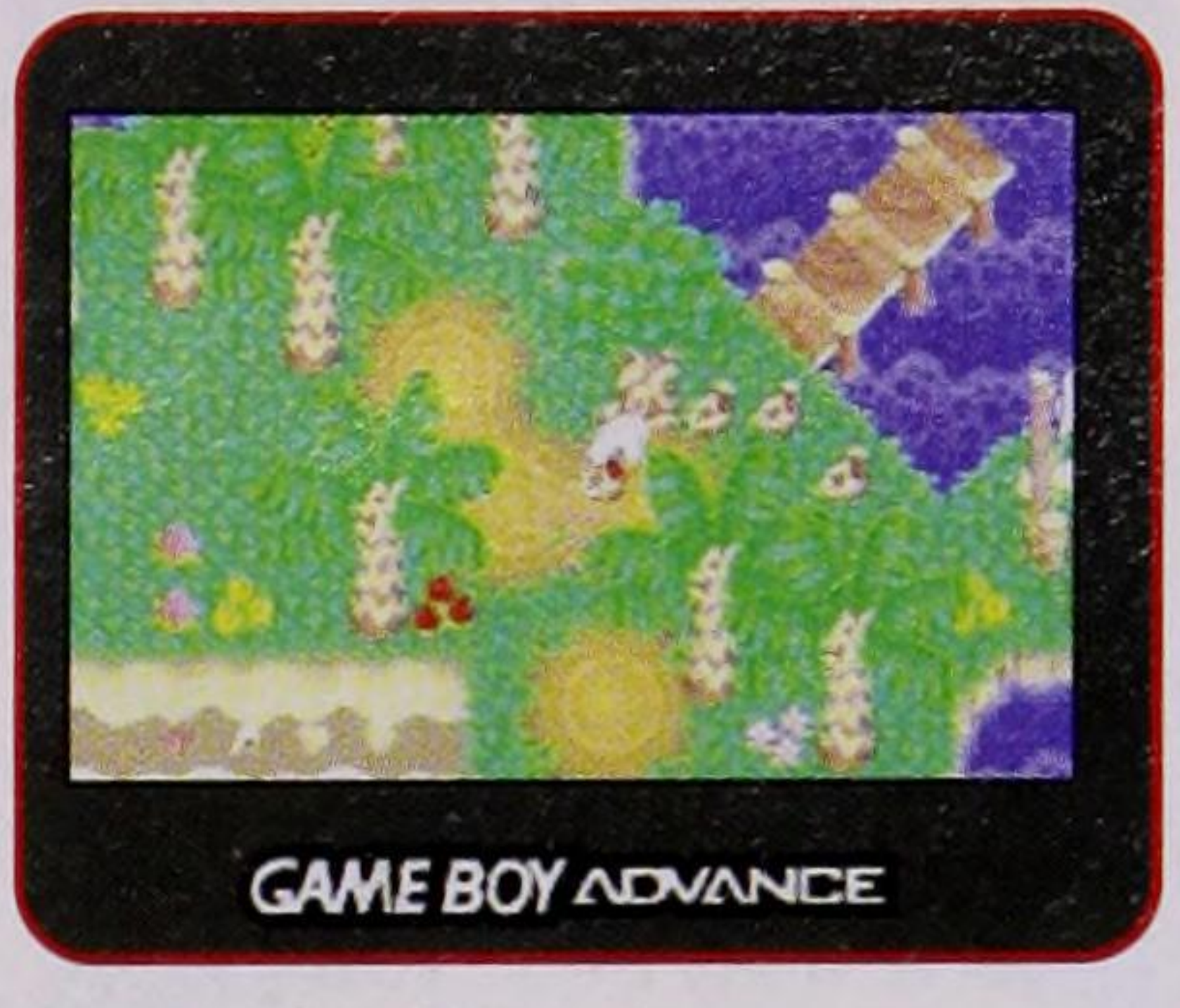
Ahoy there, matey!! Do ye care to ride me boat to the island?

Clear your inventory, and shake fruit off your tree. Collect fruit until your inventory fills. Now waddle over to the Kapp'n, and endure his singing until you reach the island.

Place the fruit in the middle of the island, and knock off all the fruit on the island's trees, too! There should be 25-30 pieces on the ground. Now leave the island, and have a friend pick up the Game Boy Advance.

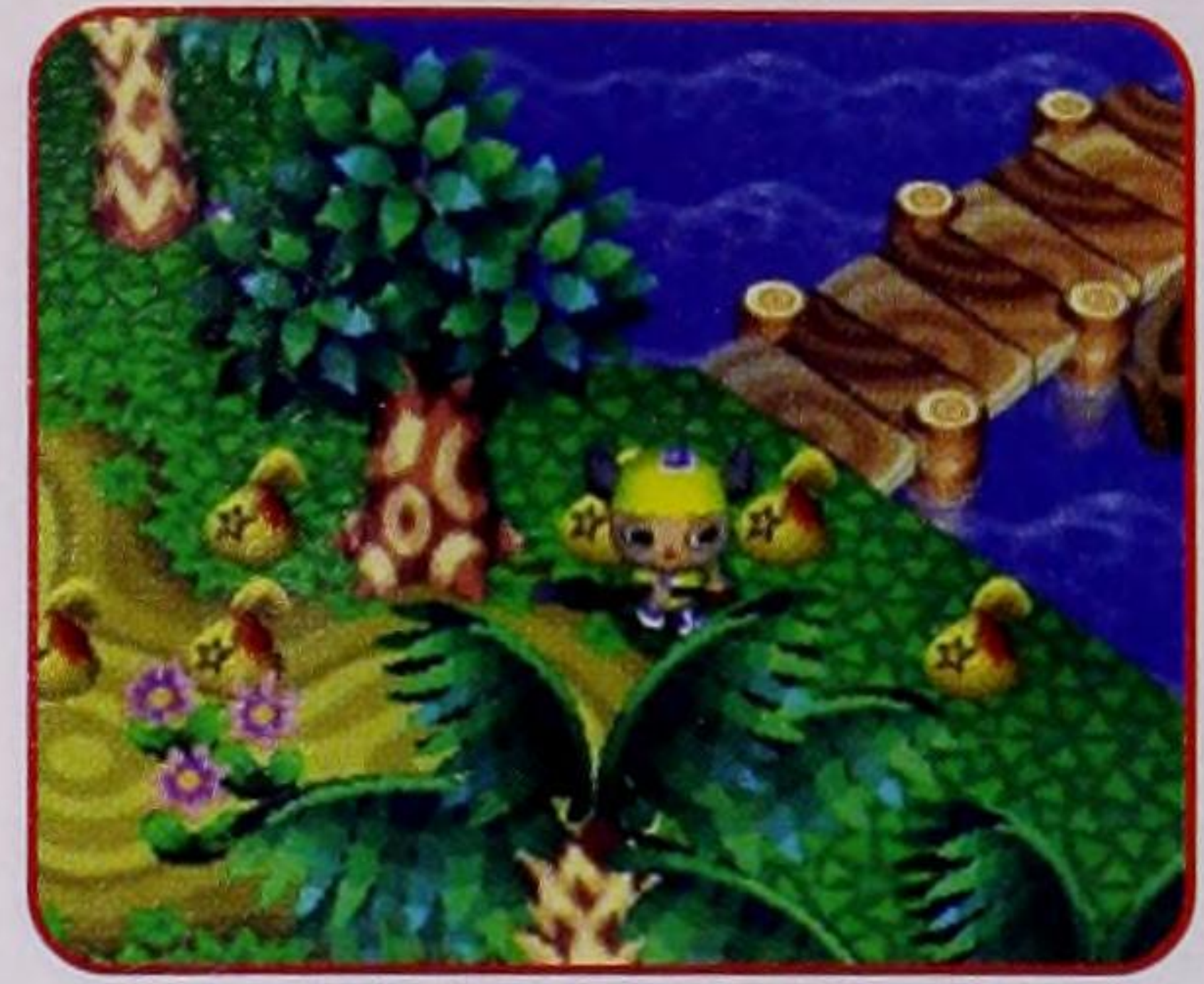


Tell your friend to bring the island inhabitant out of his hut, and direct him to the fruit. After he or she eats two pieces of fruit, a bag of cash is dropped. One bag is dropped for each subsequent fruit. So 25 fruit yields 23 bags of cash.

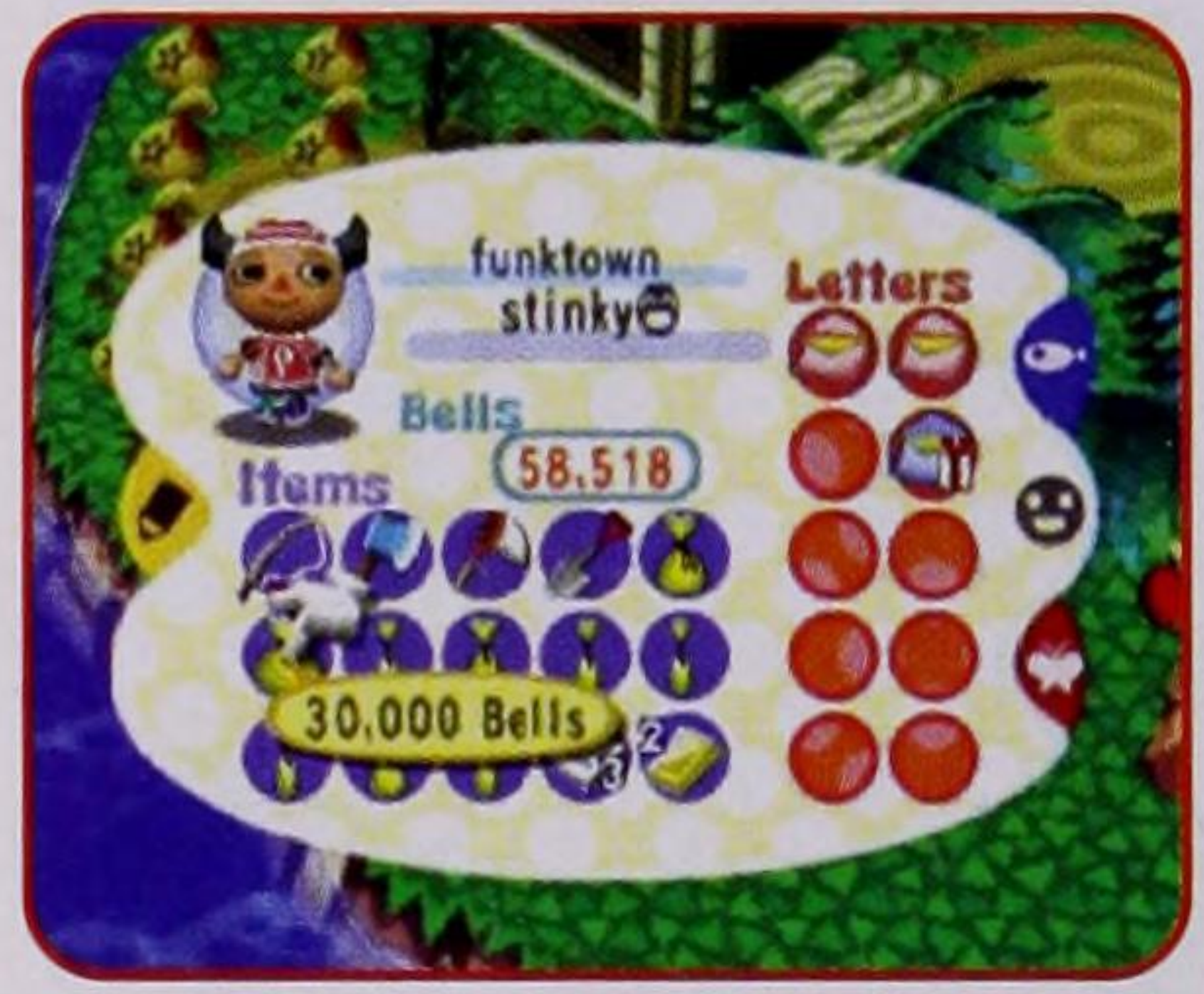


Steer the islander away from the bags, or he or she will pick them up. Grab each bag, and move it to the east of the island, near the jetty. Once all the fruit has been eaten, move your islander back into the hut.

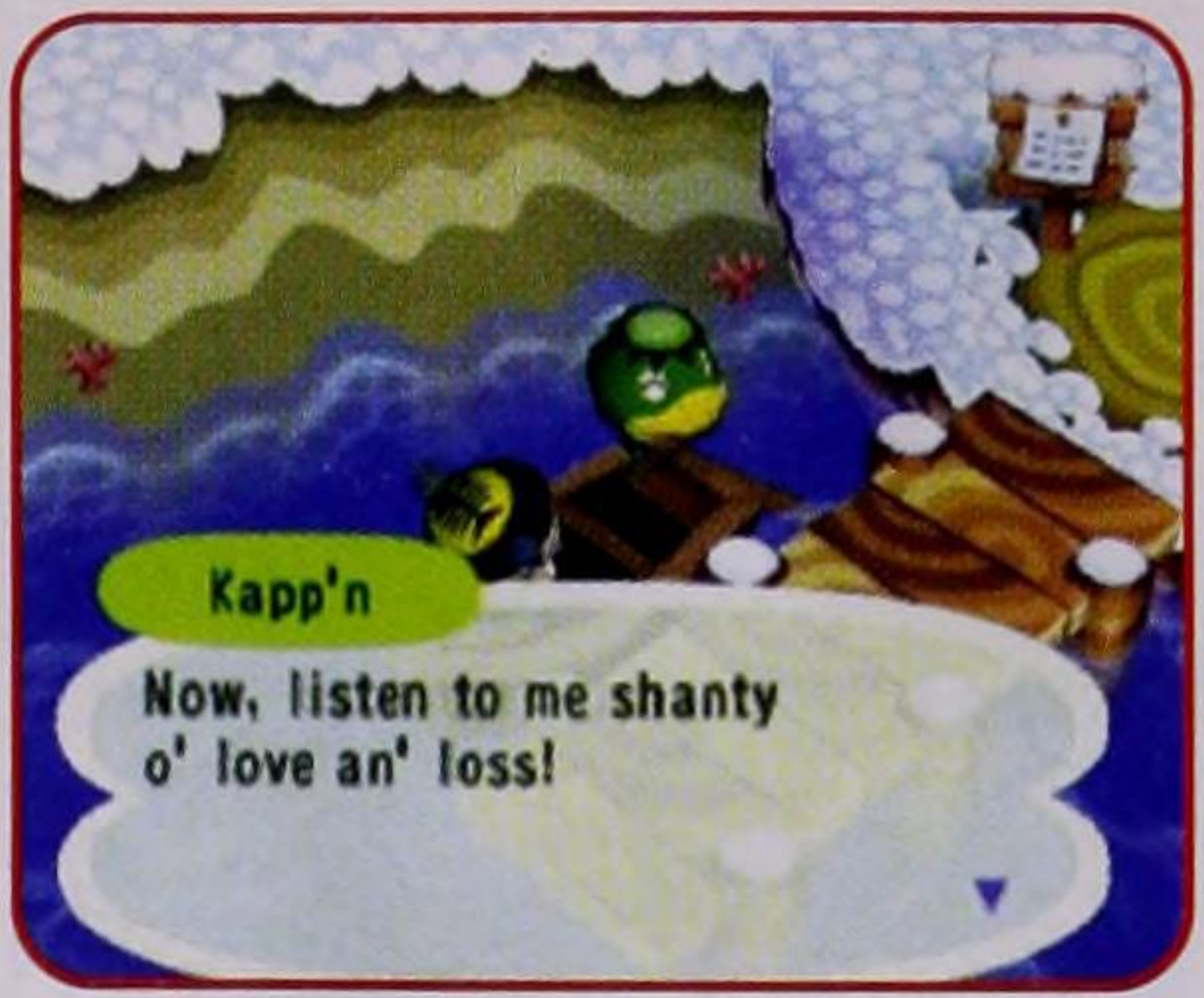
Meanwhile, stock up on fruit from the orchards in town. You have been growing lots of fruit, right? Now head back to the island with another full load of fruit!



Ignore the islander when you get there, place your new fruit in the same place as before, and then start collecting the bags of cash! When your inventory is full, drop the bags into your cash total.



Each bag holds either 100, 1,000, 10,000, or 30,000 Bells! If your luck is high, you can clear 250,000+ Bells in a single outing. If you go over 99,999 Bells, separate three 30,000 bags and place them in your inventory, and add lesser bags to your total to free up space.



Kapp'n
Now, listen to me shanty o' love an' loss!

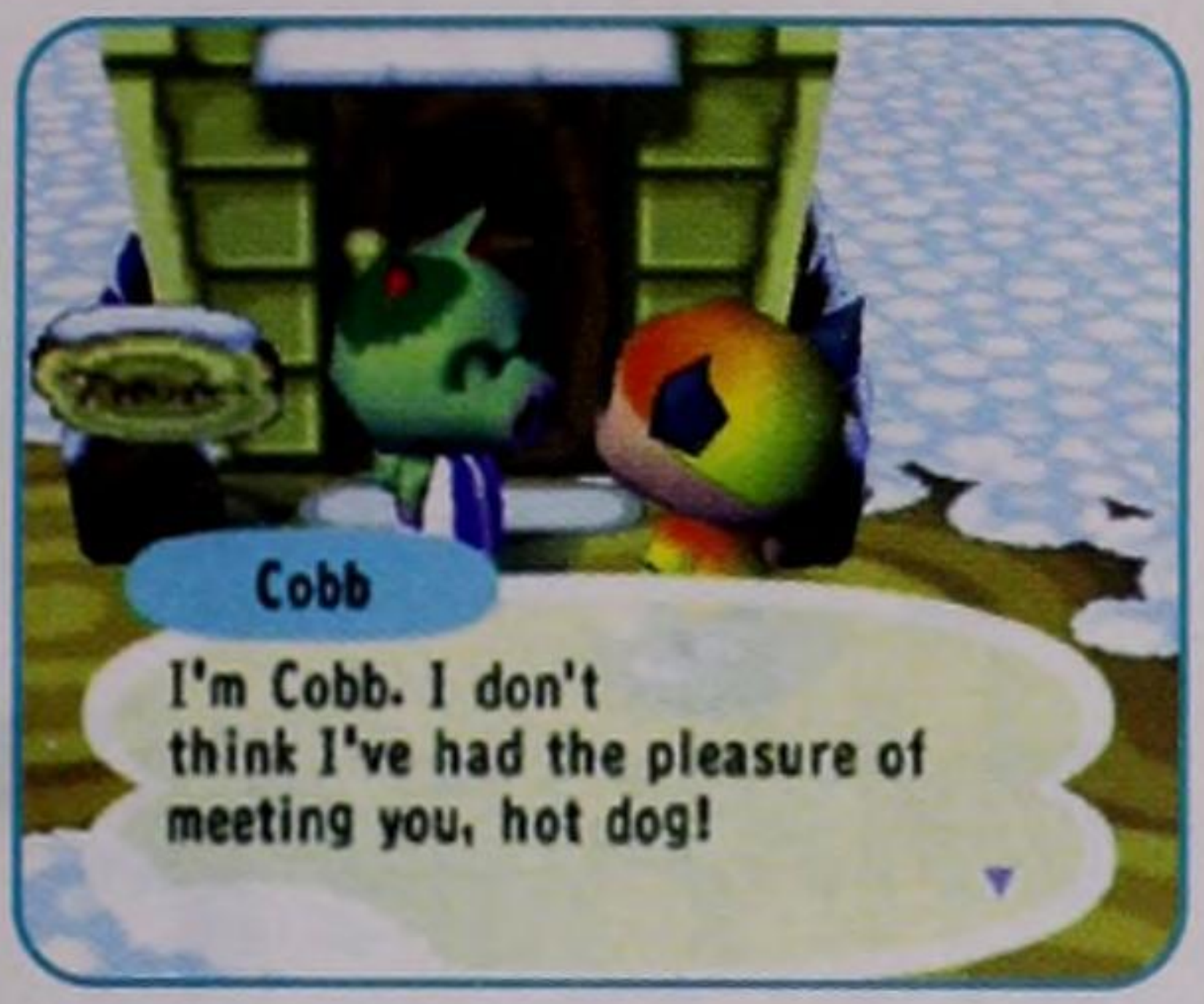
Once you've collected your cash, you can leave the island, bring out the islander, and repeat the process for as long as you can stand the Kapp'n's singing, and until all the fruit in town runs out! If your house is full of Lucky and color items, and you have a load of fruit-bearing trees, you can clear 500,000+ Bells in half an hour!

Ready to Play?

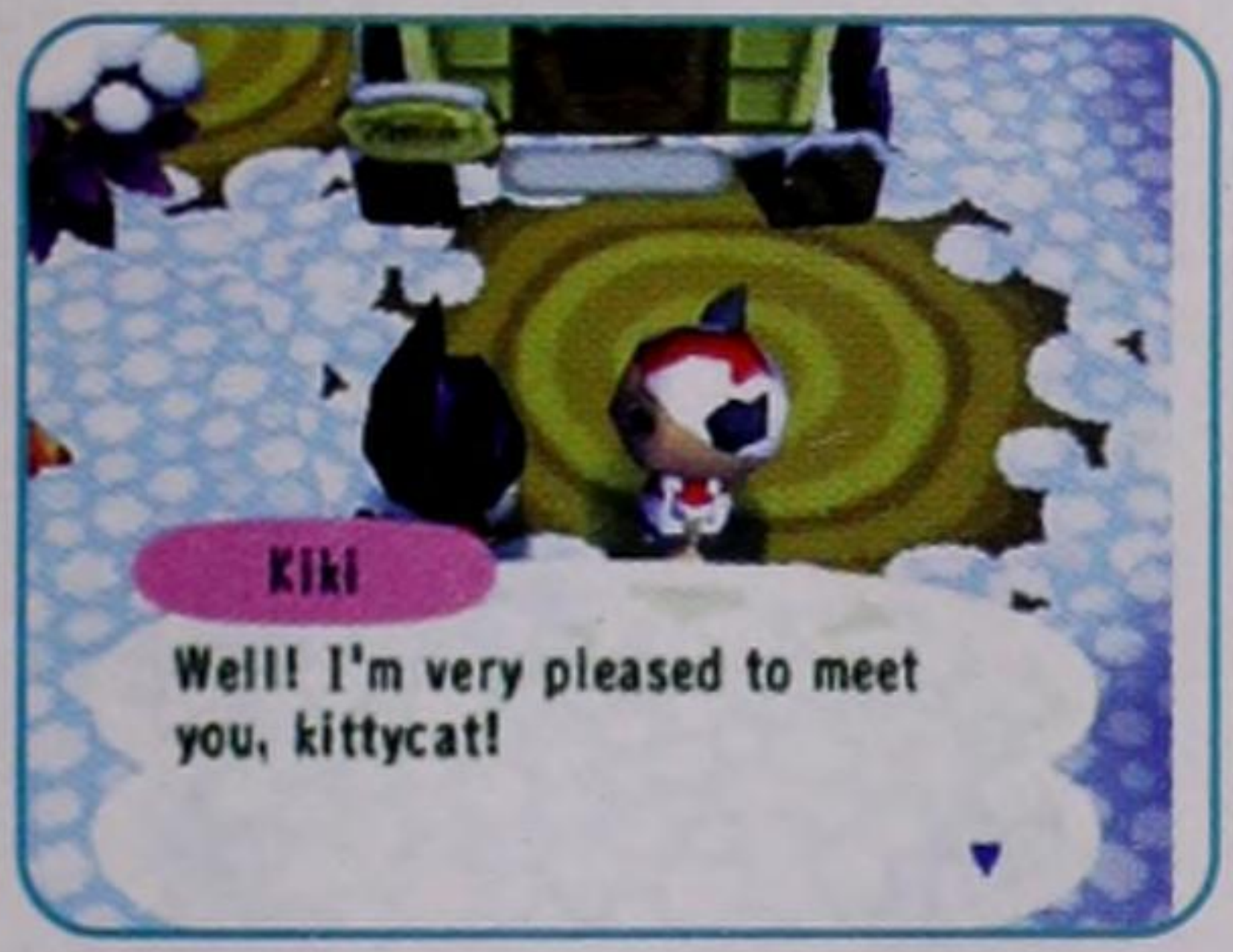
Here's a list showing what you can do in your town. There's more than this list, but these activities will make sure you're always occupied during your time at *Animal Crossing*.

Run chores for inhabitants
Write letters to friends, the Museum, and inhabitants
Write notes to your friends on the Notice Board
Talk to inhabitants
Talk to other characters
Visit all the town locations
Make designs for free on the Game Boy Advance
Fish, dig holes, catch Insects, locate Paintings for the Museum
Check the status of the town at the Wishing Well
Find and collect items you want
Outfit yourself with cool threads
Outfit your home and increase your Happy Room value
Go to another town and check it out
Check the calendar for town events
Find new items via the e-Reader card
Change the town melody
Tidy up the town, plant trees and flowers
Plant an orchard
Sail to a Tropical Island and help the marooned inhabitant
Play on your NES
Listen to music in your home
Dig cracks and golden rays in the ground
Oh, and pay off that home debt

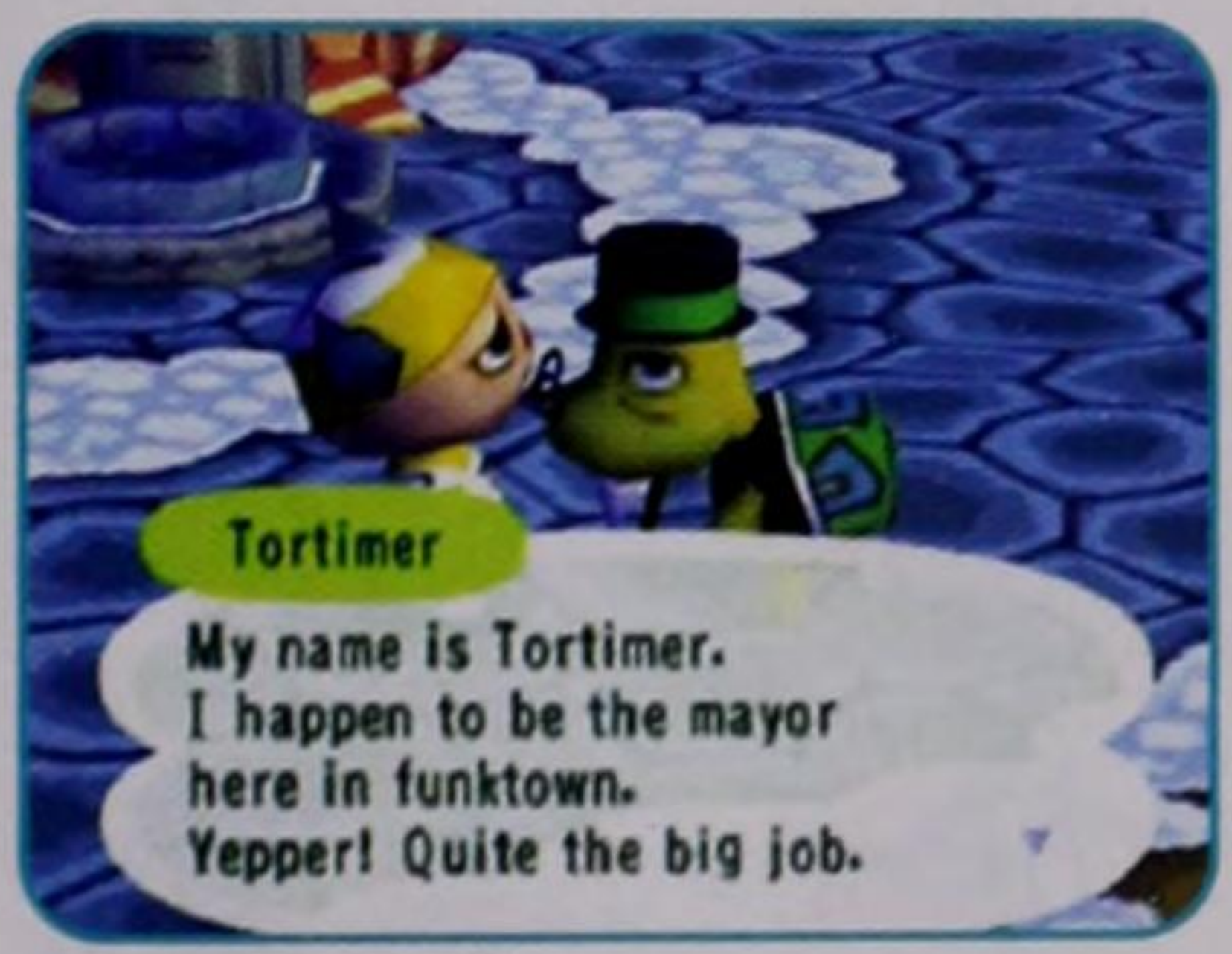
Meet the Town's Inhabitants!


Cobb
I'm Cobb. I don't think I've had the pleasure of meeting you, hot dog!

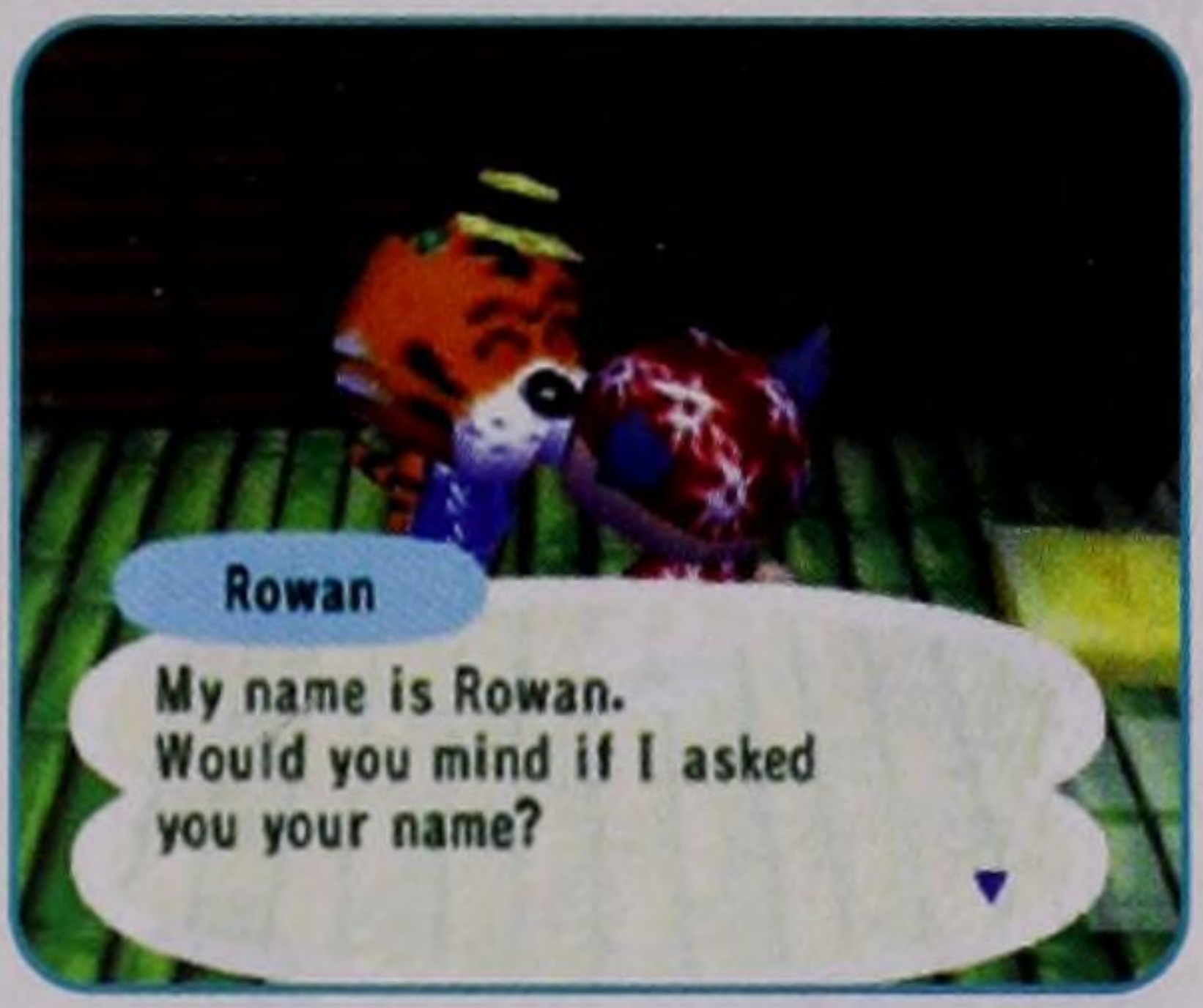
You've already seen the types of animals inhabiting the town, and you know there are lots of different animals to meet. This chapter shows you every single one of them!


Kiki
Well! I'm very pleased to meet you, kittycat!

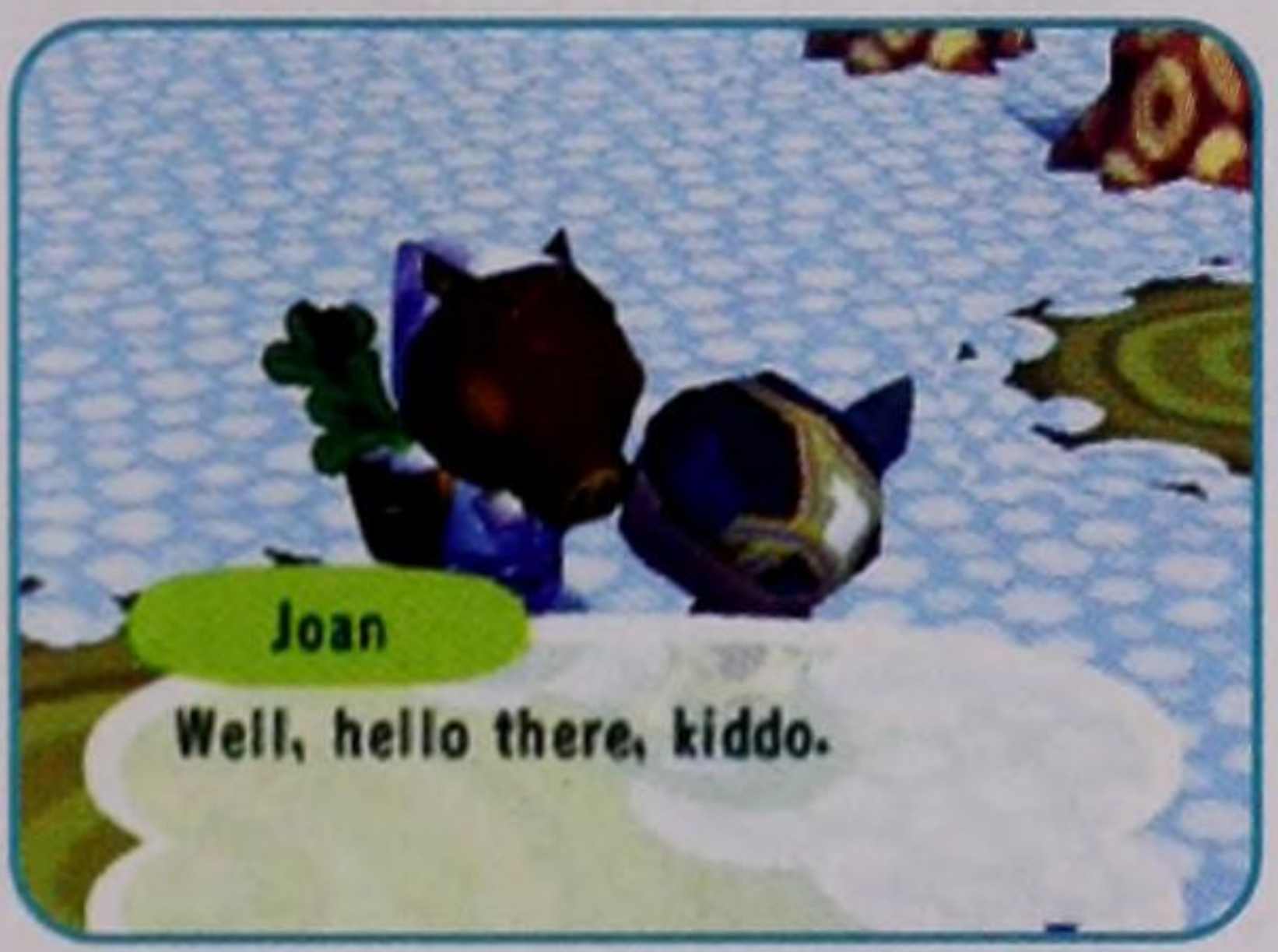
The game has three types of NPC, or Non Player Character. By far the most are regular NPCs (simply called inhabitants). There are 216 of them, and up to 15 can move into town at any one time. They appear randomly, their emotional state is random, and they move to and from your town randomly too, although your general town upkeep influences who stays and goes.


Tortimer
My name is Tortimer. I happen to be the mayor here in funktown. Yepper! Quite the big job.

The second type are special NPCs. These characters appear in town, such as Tom Nook the store owner and Tortimer the mayor. Traveling characters come to town too, such as Katrina the fortune-teller, and Saharah the carpet-selling camel! All their information is detailed in the "Out and About" section.

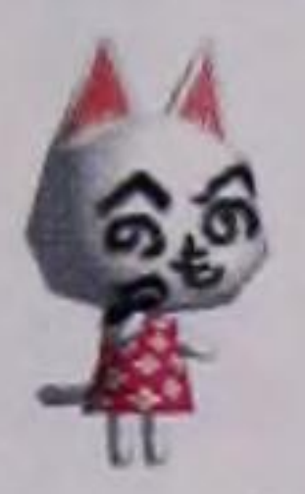
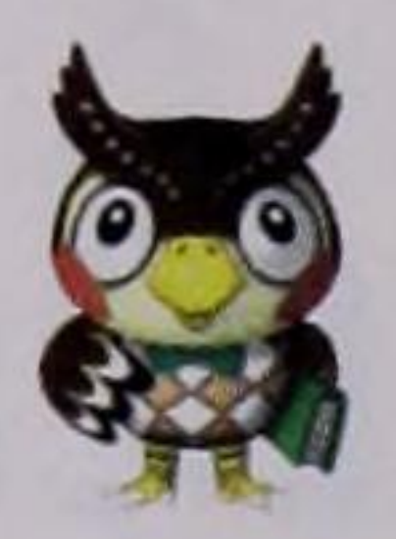
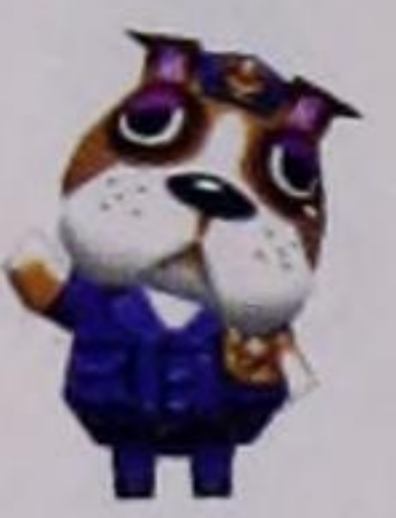
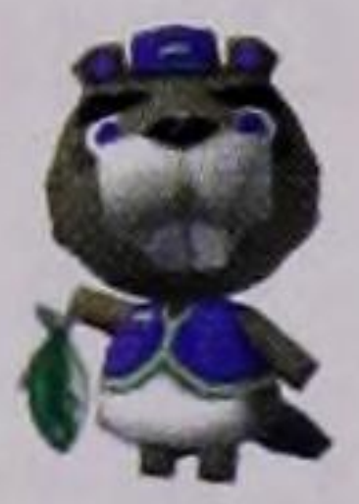
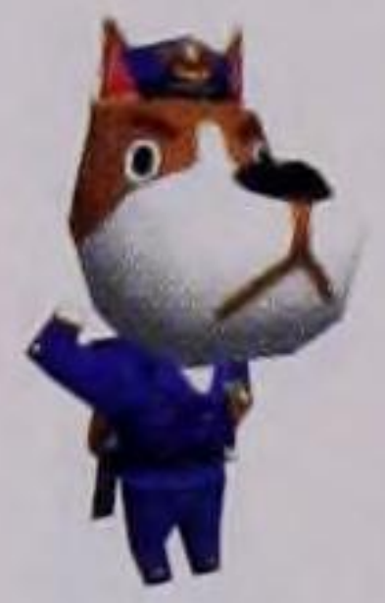
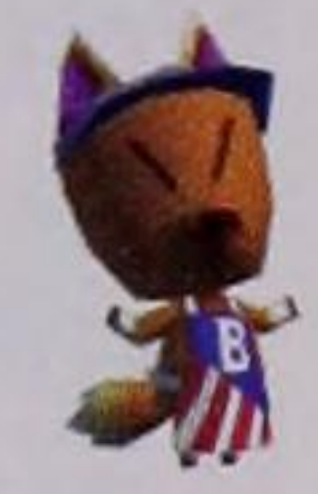
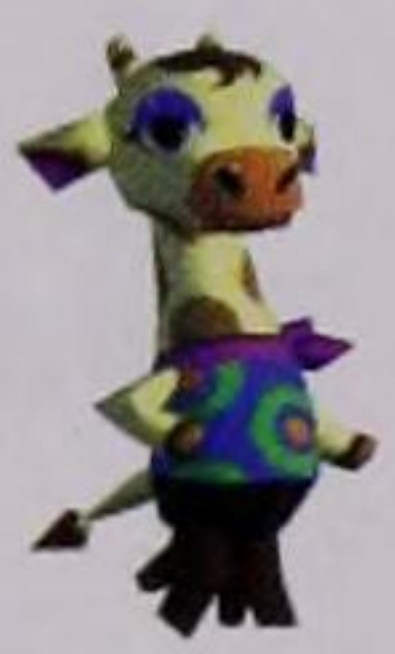
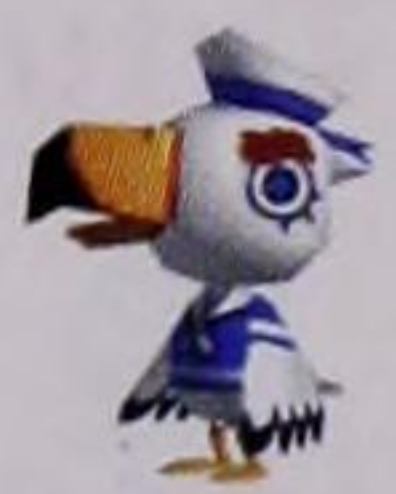
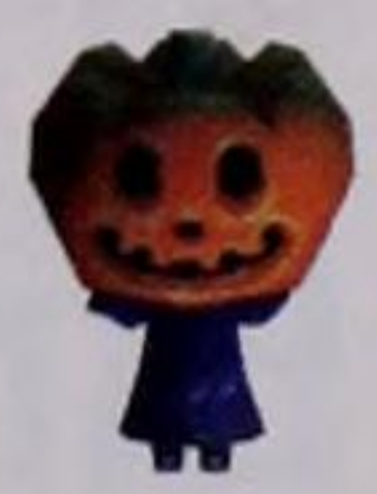
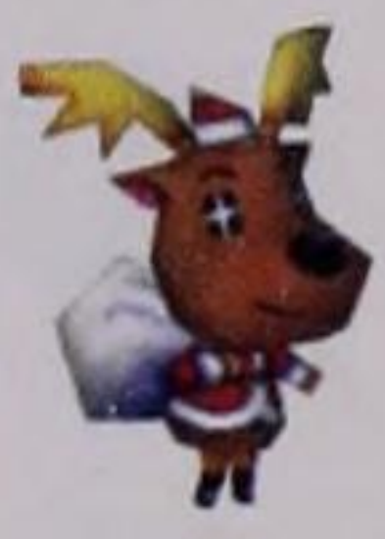
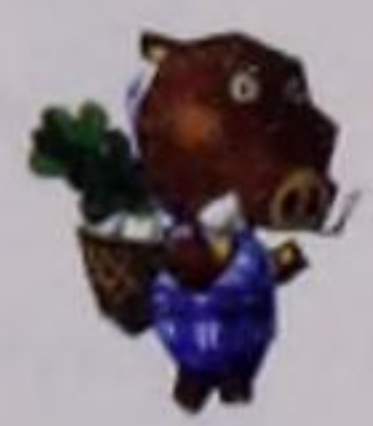
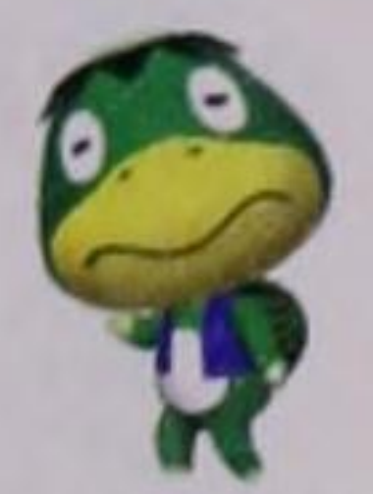
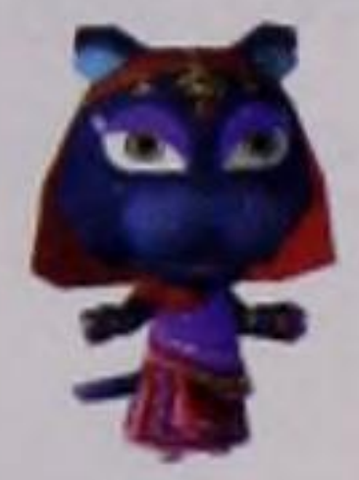
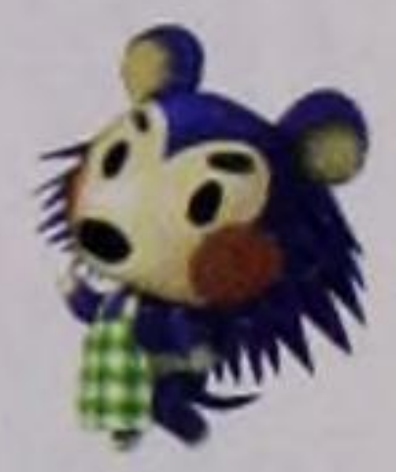
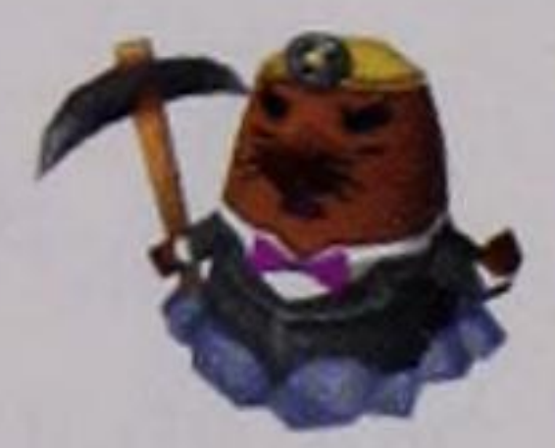
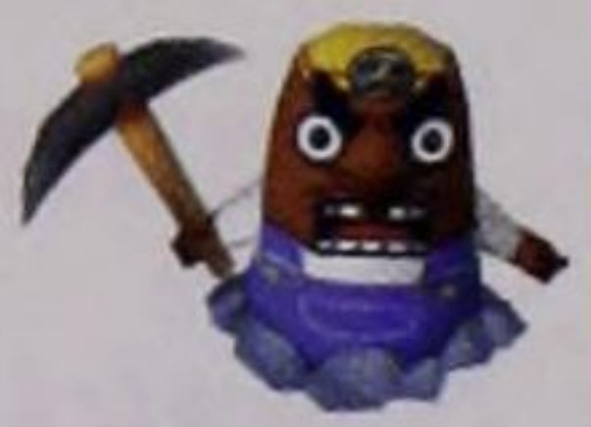
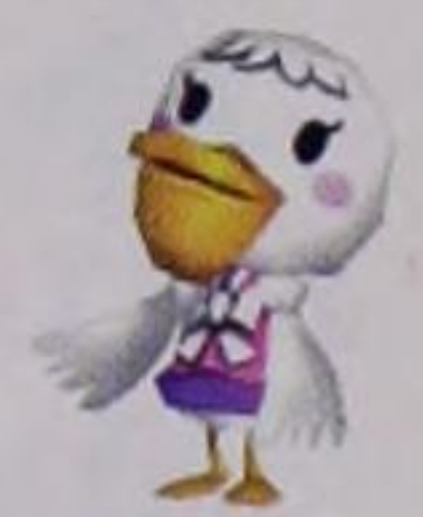
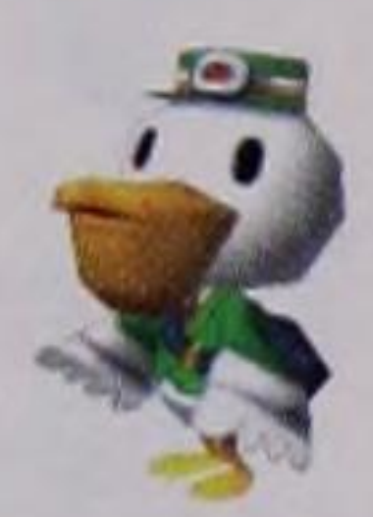
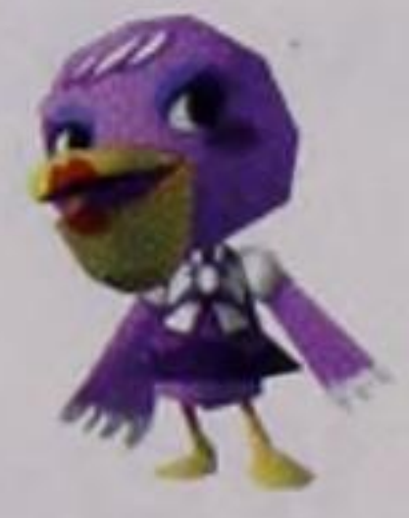
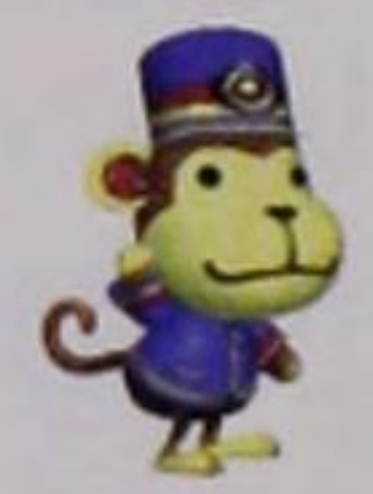
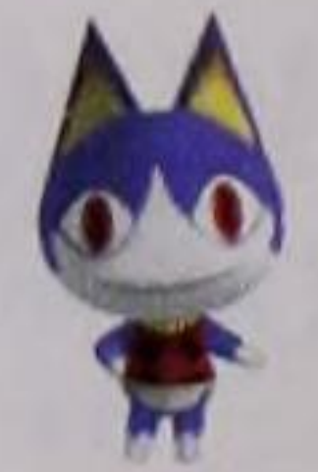
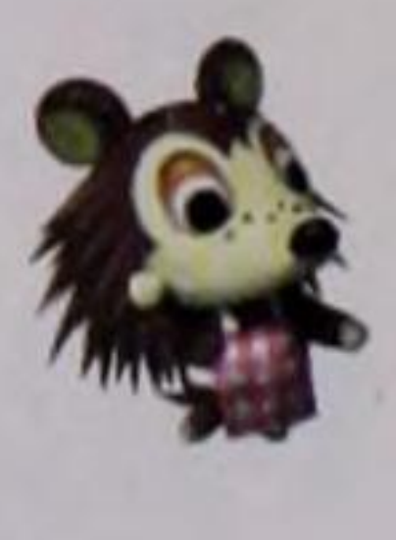
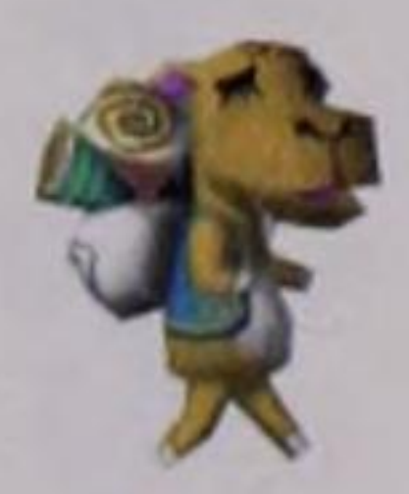

Rowan
My name is Rowan. Would you mind if I asked you your name?

Finally, there are island NPCs, also known as island inhabitants. If you hook your Game Boy Advance up to your Nintendo GameCube Game Boy Advance cable, you can access an island, and one of 18 island inhabitants will appear. You have to trade islands with your friends to see other island inhabitants, but they all act the same.

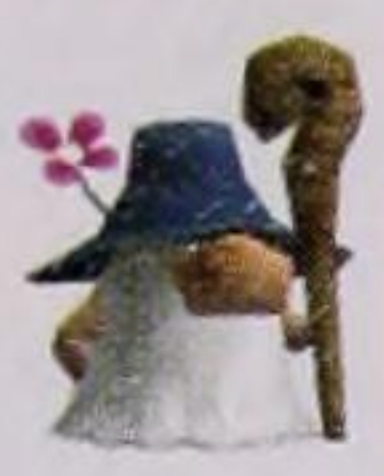

Joan
Well, hello there, kiddo.

The following lists show all the inhabitants in the game, so you can tick off everyone you meet! Don't worry about saying hello to all the regular or island inhabitants—it's almost impossible to meet everyone!

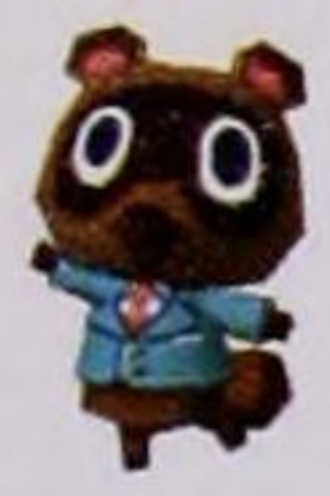
Special NPCs

Bianca	Faceless kitty cat	
Blathers	Museum supervisor	
Booker	Police officer (lost property)	
Chip	Fishing tournament judge	
Copper	Police officer and fitness fanatic	
Crazy Redd	Shady shop salesman	
Gracie	Fabulous fashion designer	
Gulliver	Shipwrecked sailor	
Jack	Halloween costume	
Jingle	Holiday reindeer	
Joan	Turnip saleswoman	
Kapp'n	Rowboat owner	
Katrina	Fortune-teller	
Mabel	Seamstress	
Mr. Racketti	Chilled out groundhog	
Mr. Resetti	Annoyed groundhog	
Pelly	Post Office clerk	
Pete	Postal delivery worker	
Phyllis	Post Office clerk (evenings)	
Porter	Train conductor	
Rover	Train-riding cat	
Sable	Seamstress (the quiet one)	
Saharah	Traveling carpet seller	

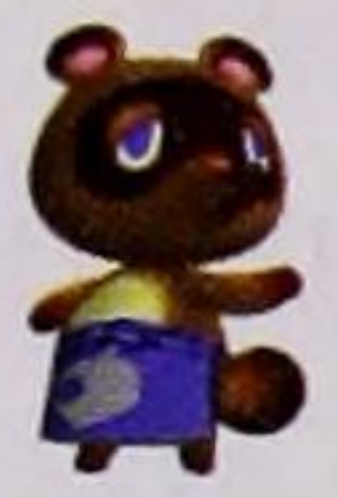
Snowman
Rotund ice sculpture



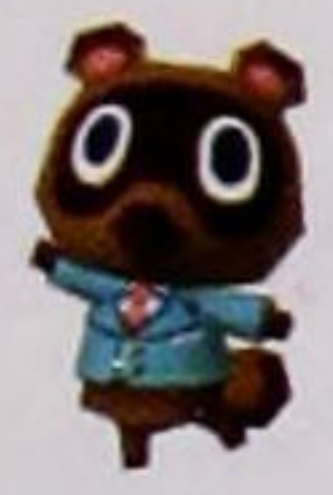
Timmy Nookling
Tom Nook's boy



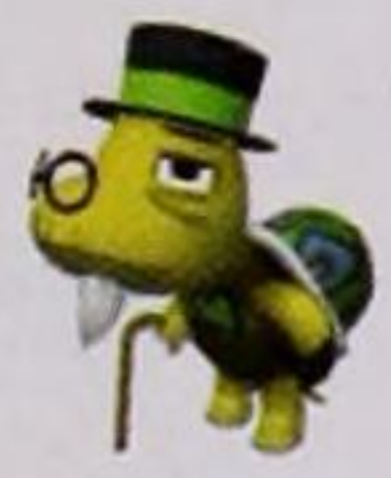
Tom Nook
Salesman extraordinaire



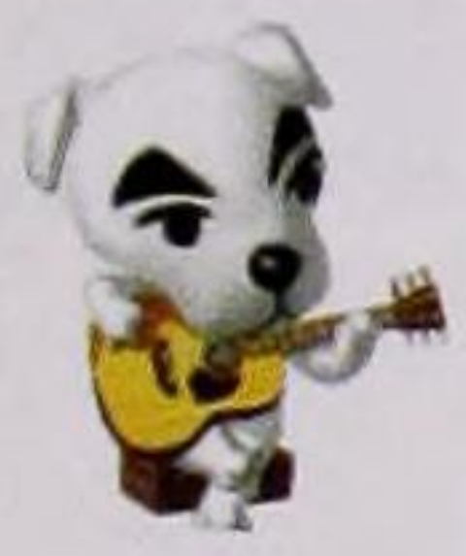
Tommy Nookling
Tom Nook's other boy



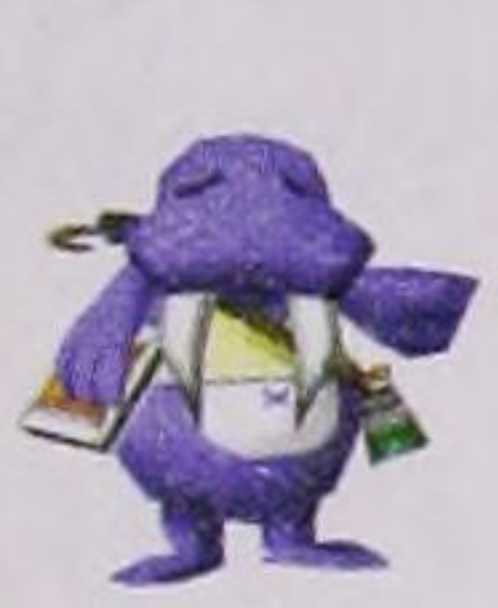
Tortimer
Town Mayor



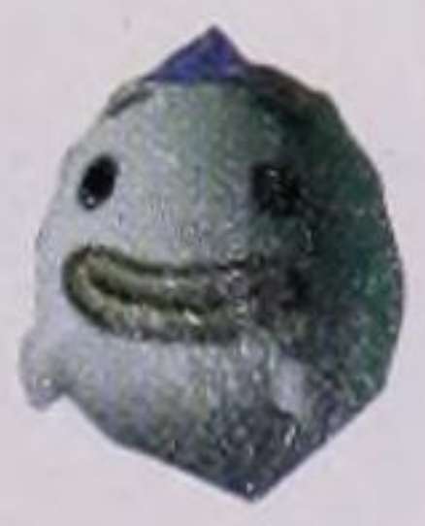
Totakeke (K.K. Slider)
Musician



Wendell
Traveling (and hungry) carpet seller

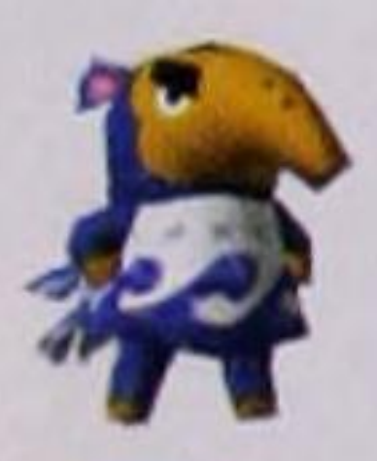


Whisp
Ghost

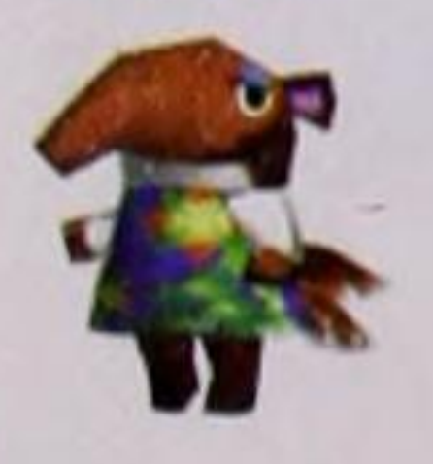


Anteaters

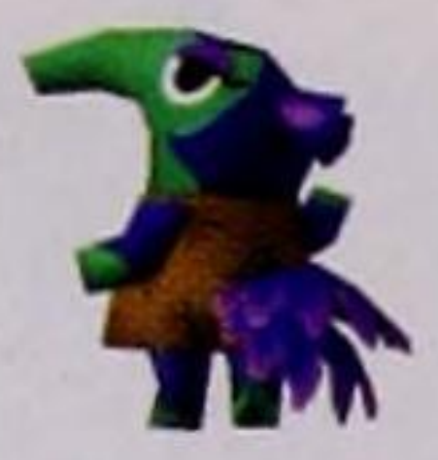
Cyrano



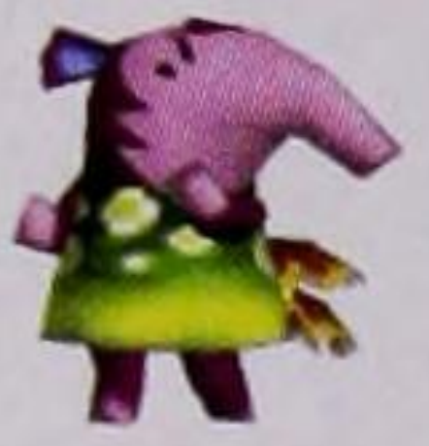
Nosegay



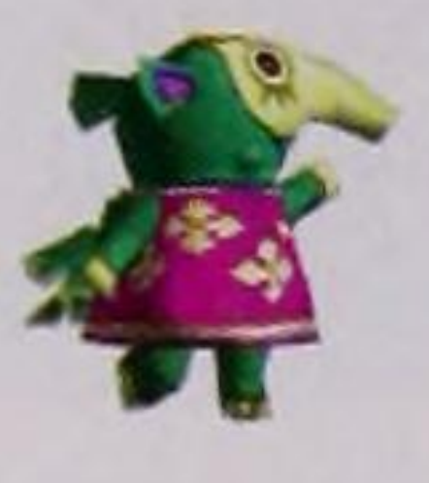
Pango



Snooty

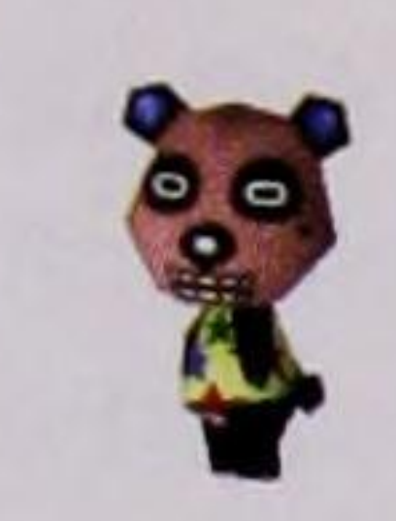


Zoe

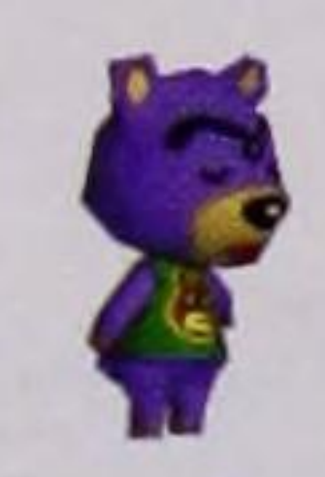


Bears

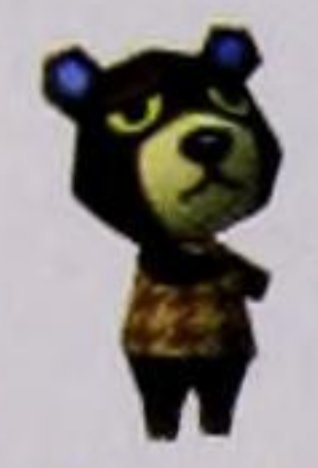
Chow



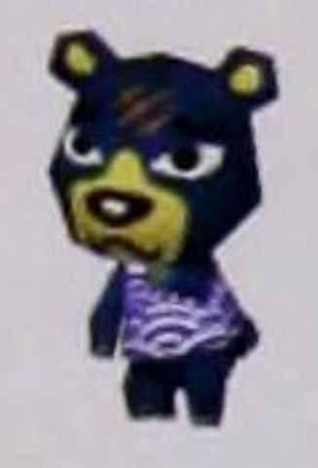
Dozer



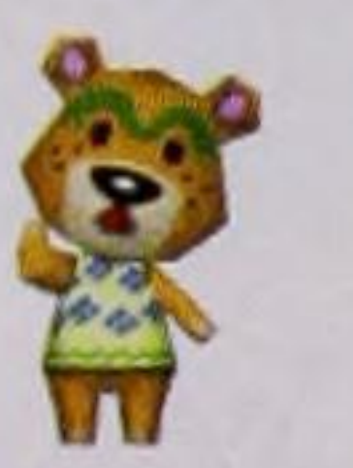
Grizzly



Groucho



Nate



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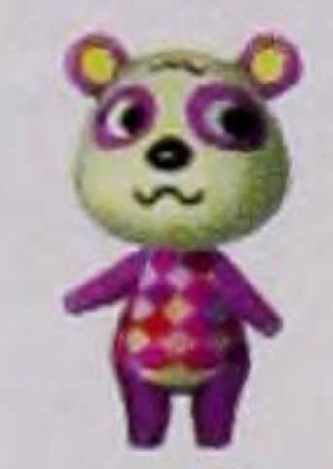

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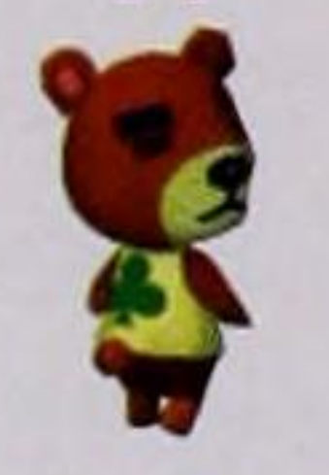

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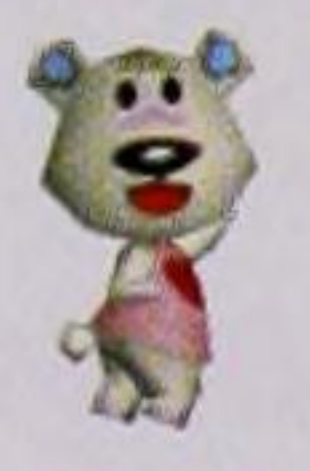

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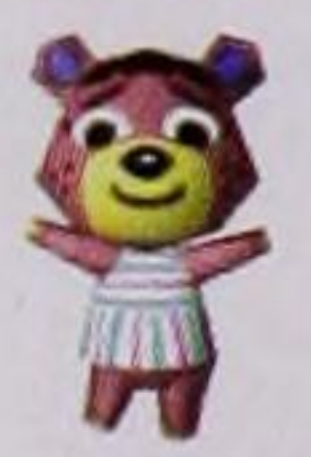

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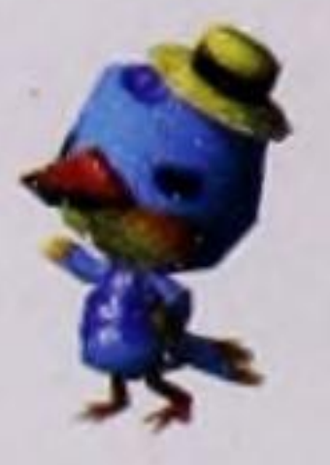

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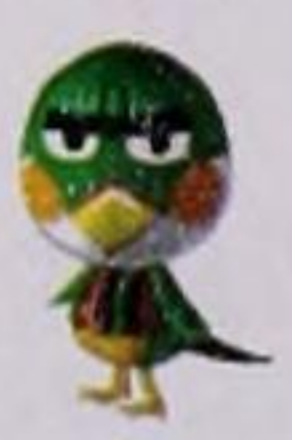

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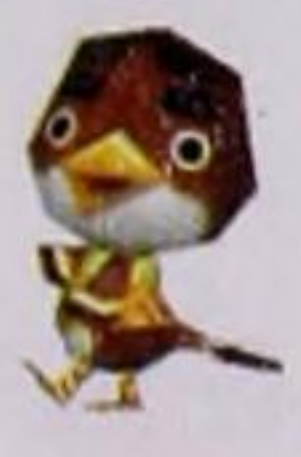

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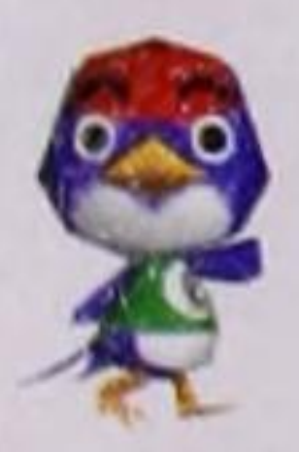

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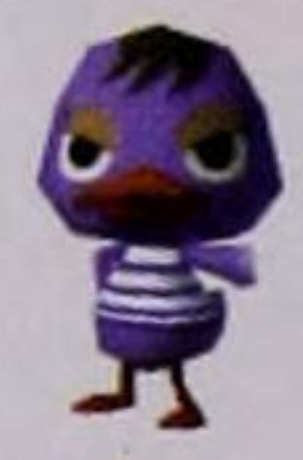

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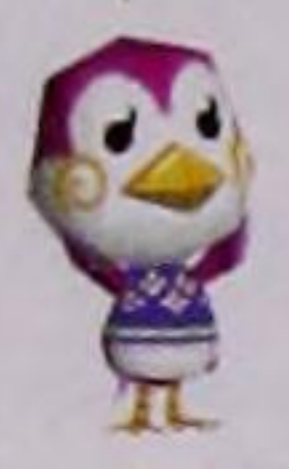

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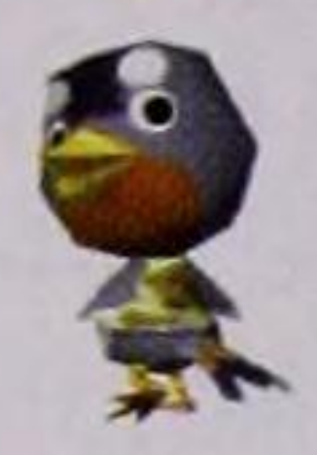

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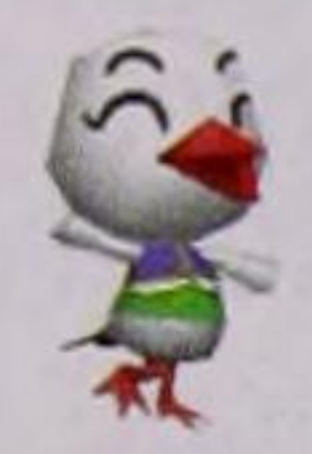

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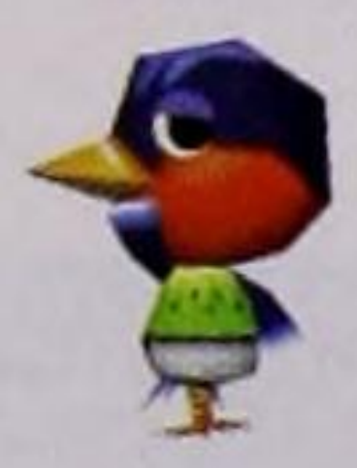

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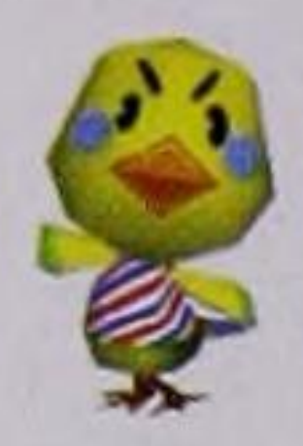

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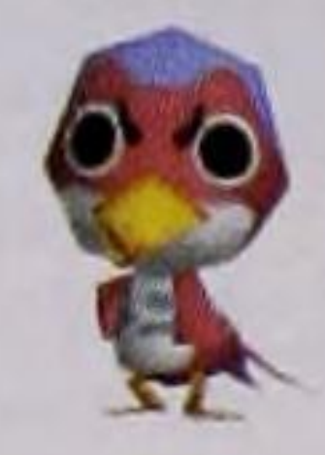

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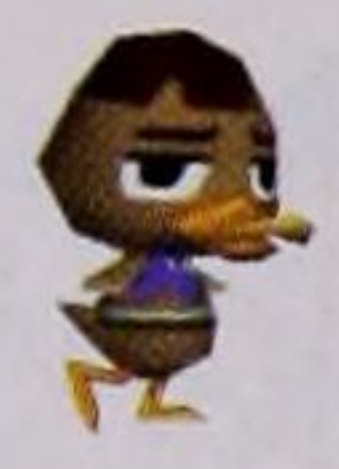

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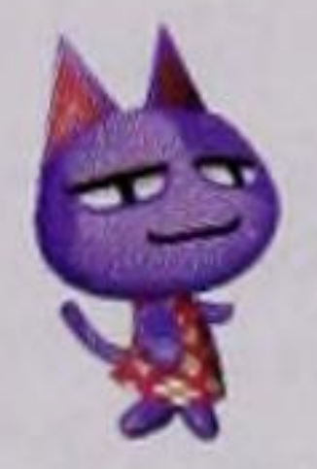

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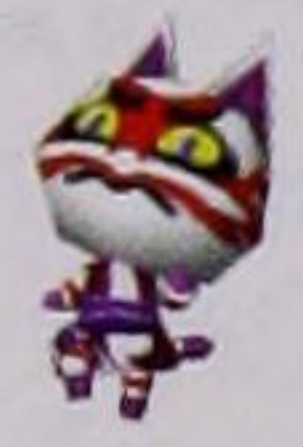

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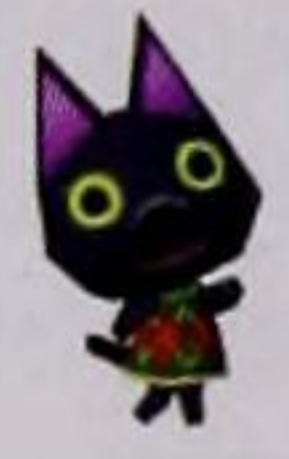

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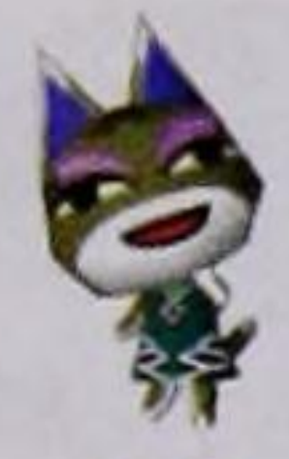

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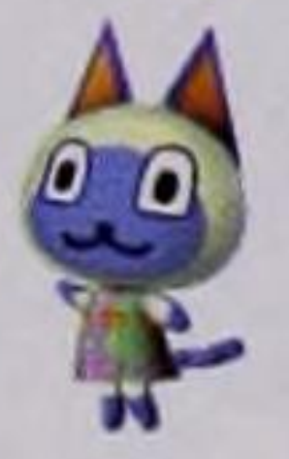

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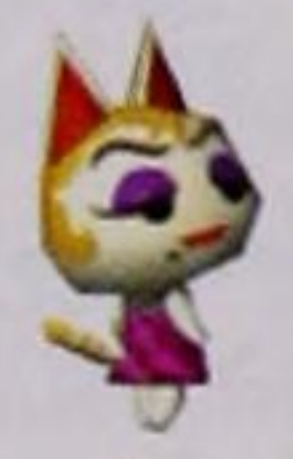

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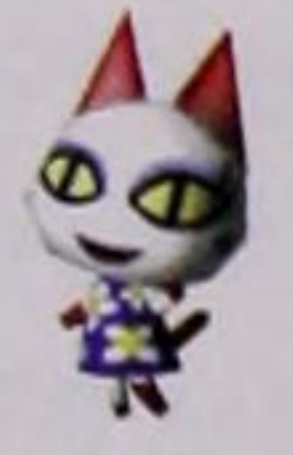

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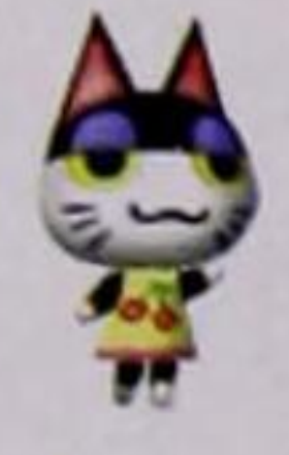

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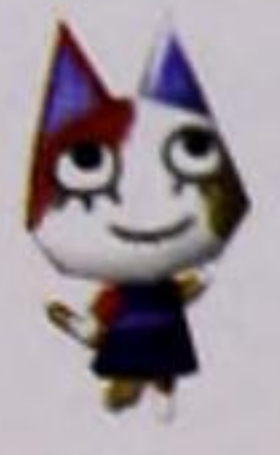

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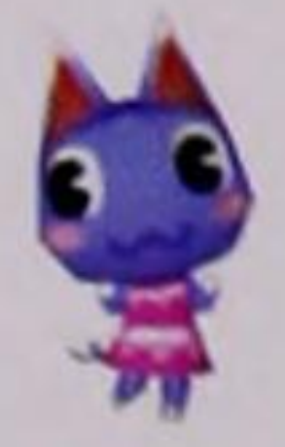

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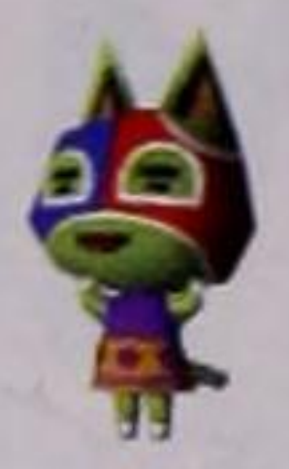

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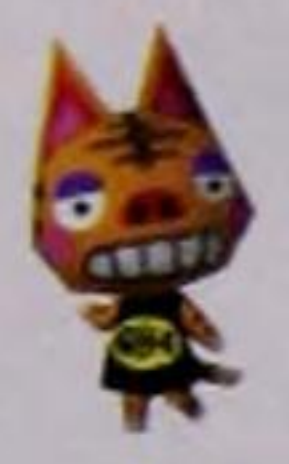

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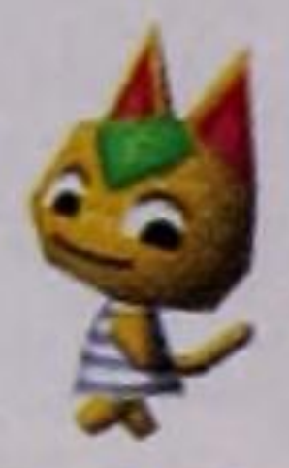

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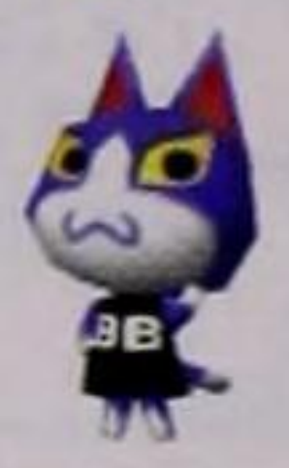

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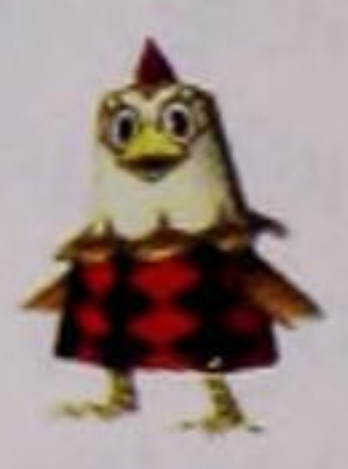

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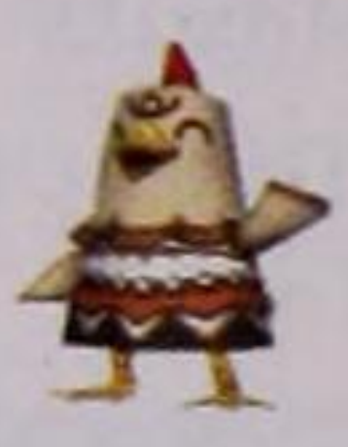

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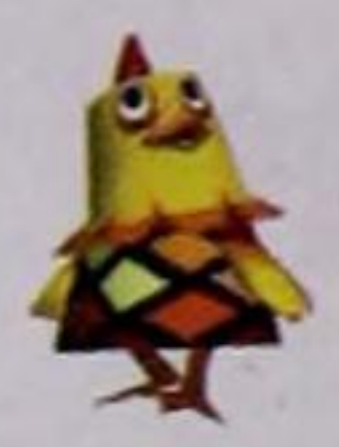

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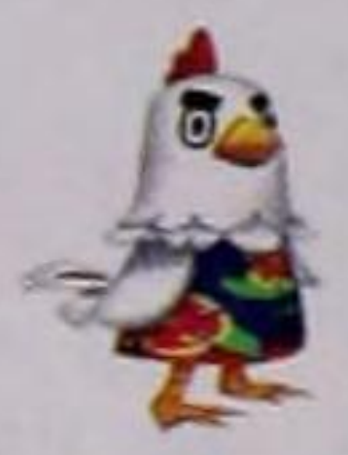

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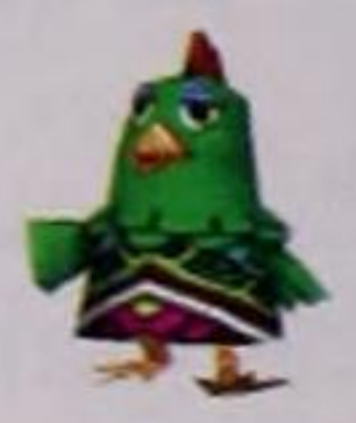

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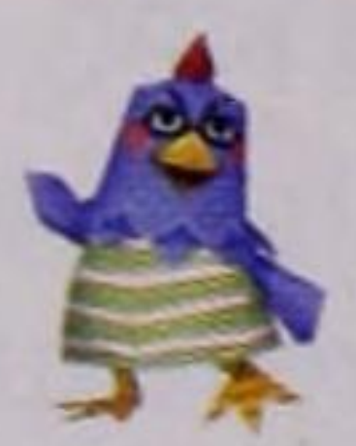

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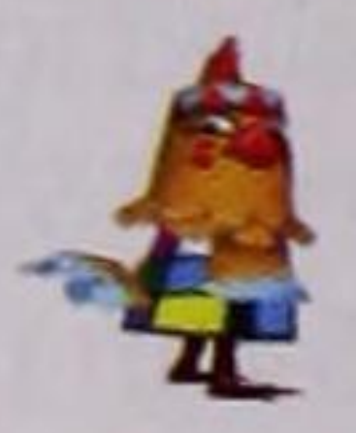

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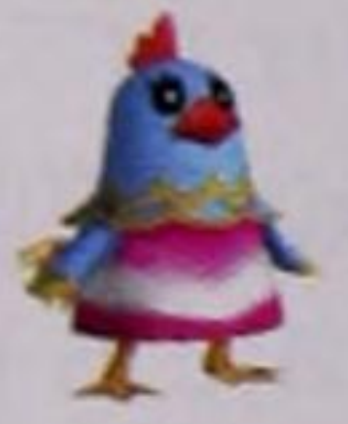

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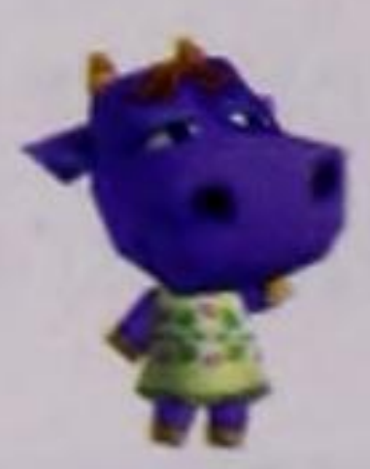

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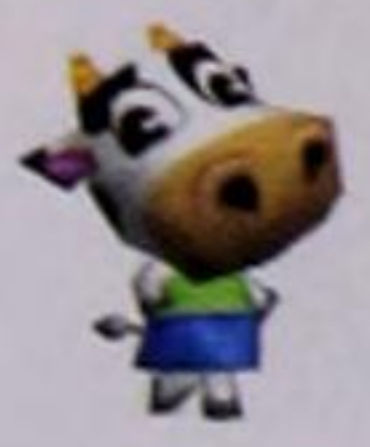

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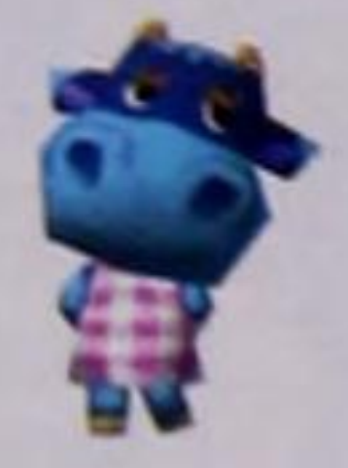

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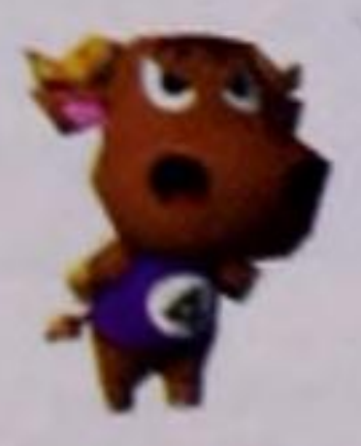

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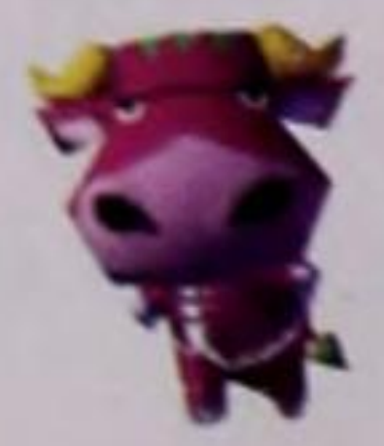


Patty

Stu

T-Bone

Crocodiles

Alfonso

Alli

Boots

Liz

Dogs

Bea

Biskit

Bones

Butch

Cookie

Daisy

Goldie

Lucky

Maddie

Portia

Ducks

Bill

Deena

Derwin

Freckles

Joey

Pate

Pompom

Scoot

Elephants

Axel

Dizzy

Ellie

Eloise

Opal

Paolo

Frogs

Camofrog

Cousteau

Emerald

Huck

Jambette

Jeremiah

Lily

Prince

Puddles

Ribbot

Tad

Wart Jr.

Goats

Billy

Chevre

Gruff

Iggy

Sven

Velma

Gorillas

Cesar

Jane

Louie

Peewee

Hawks

Amelia

Apollo

Buzz

Pierce

Quetzal

Hippos

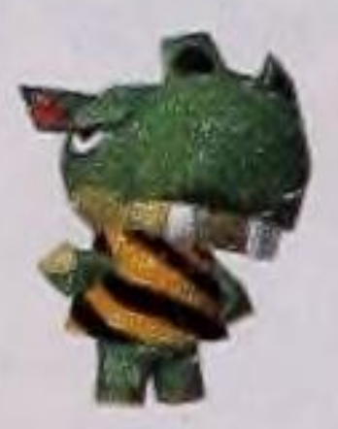
Bertha

Biff

Bitty

Bubbles

Lulu

Rocco


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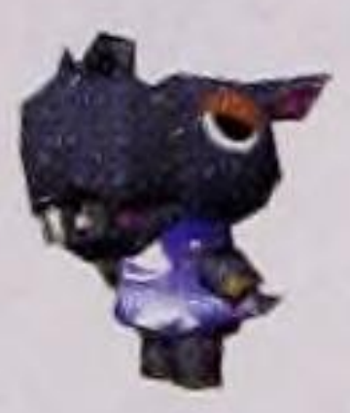

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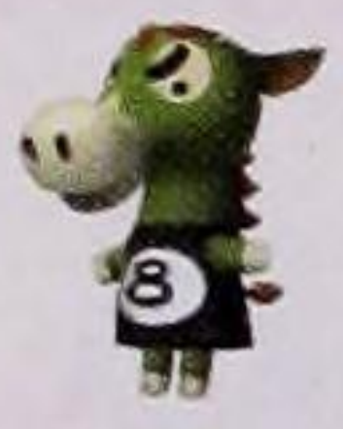

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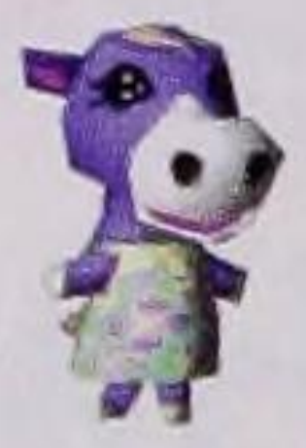

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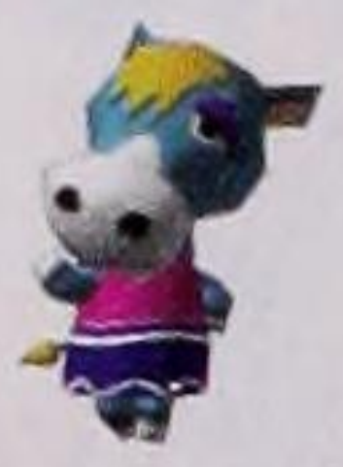

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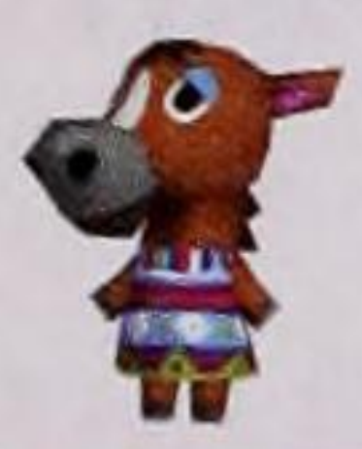

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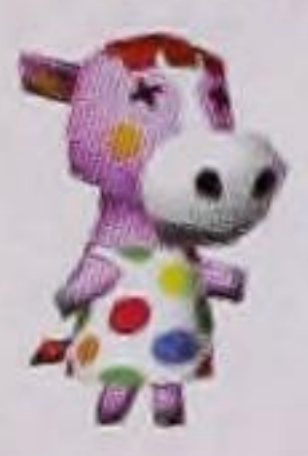

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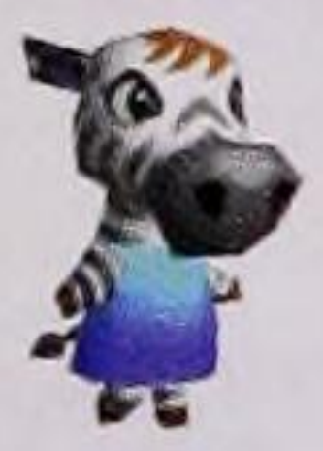

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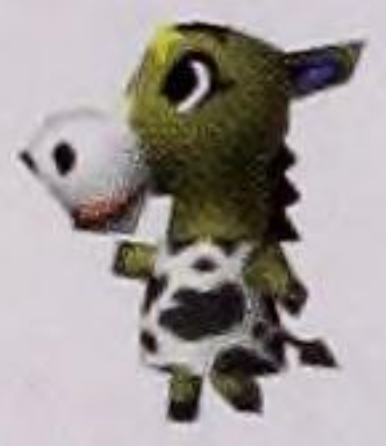

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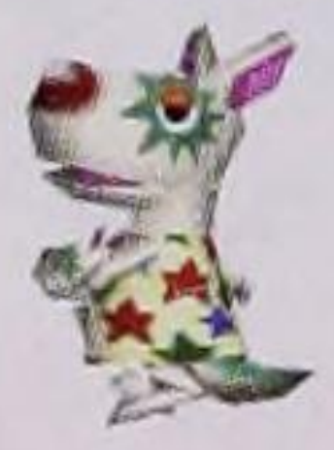

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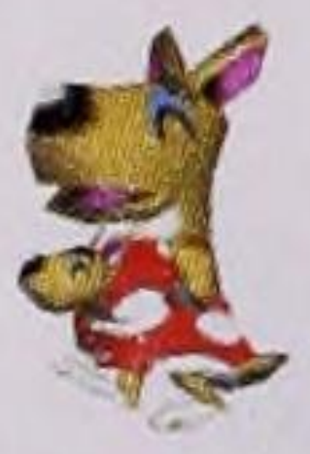

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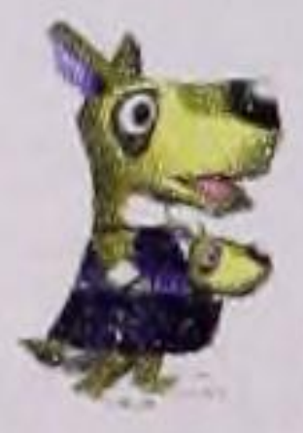

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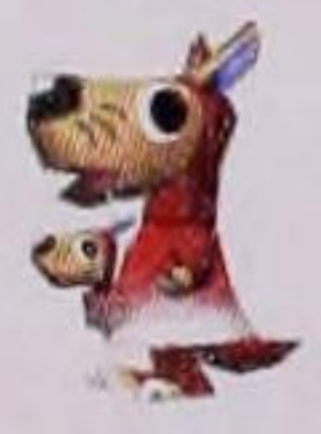

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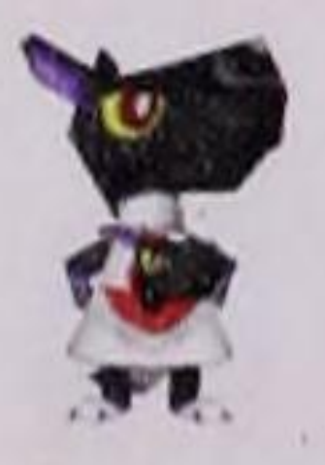

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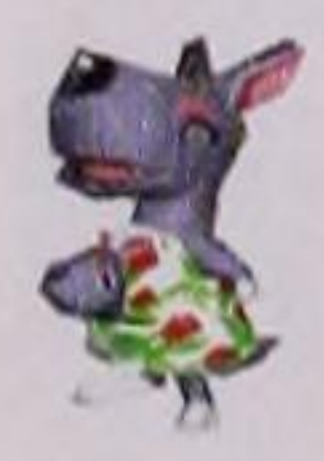
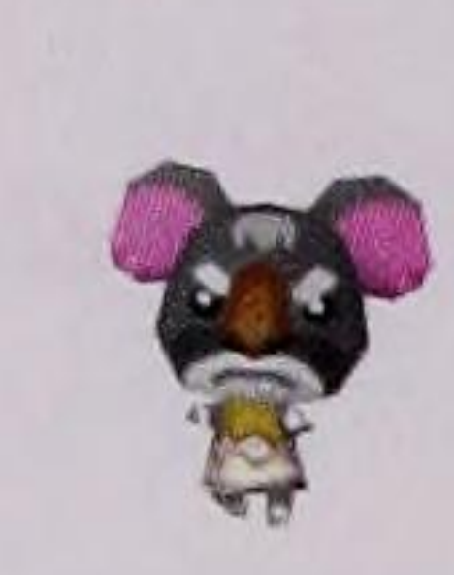


Koalas

Gonzo


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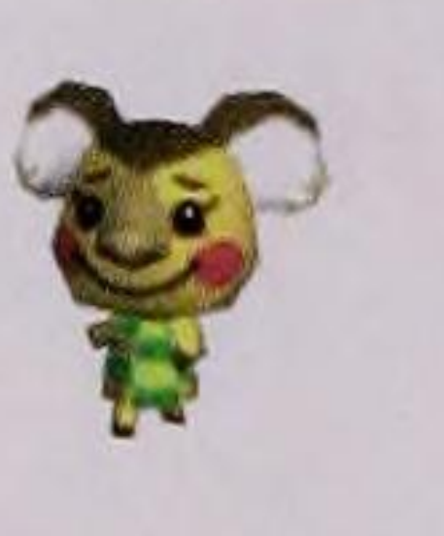

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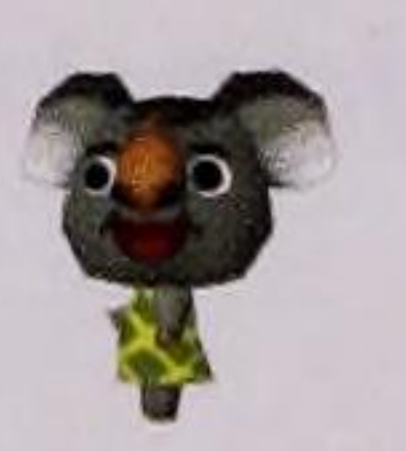

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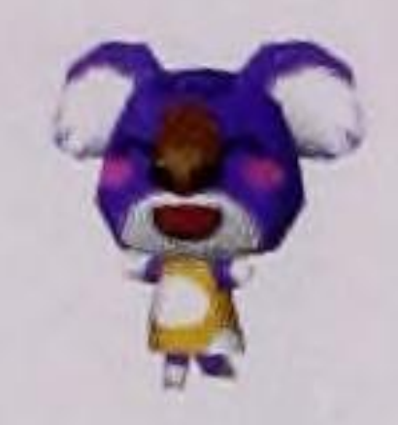

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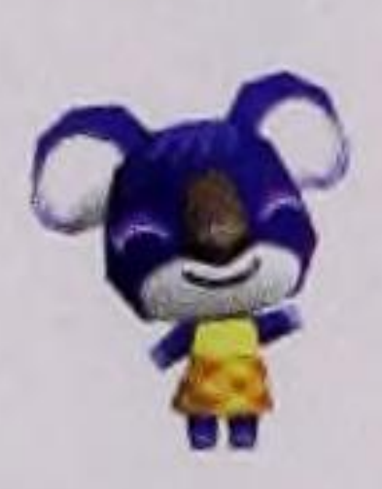

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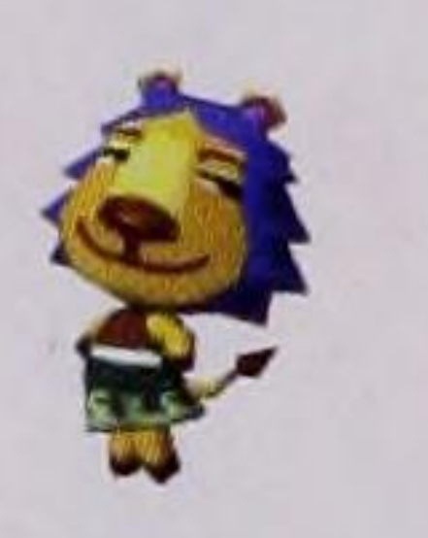

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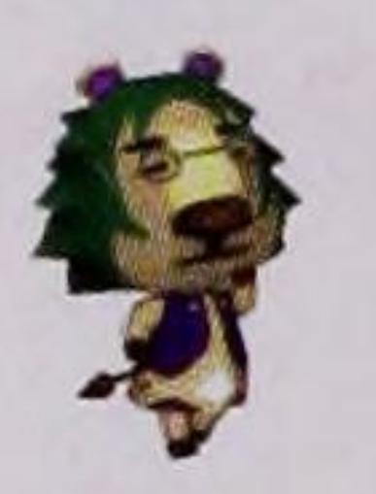

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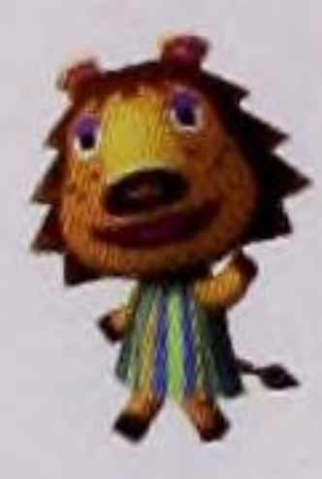

Little Bears

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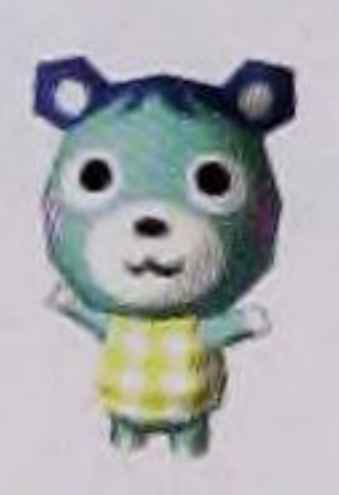

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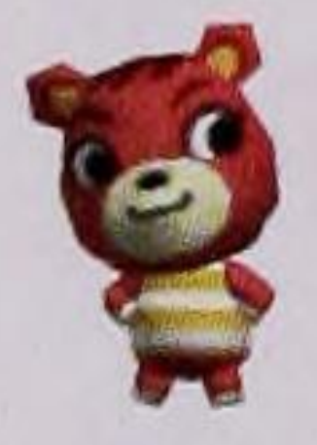

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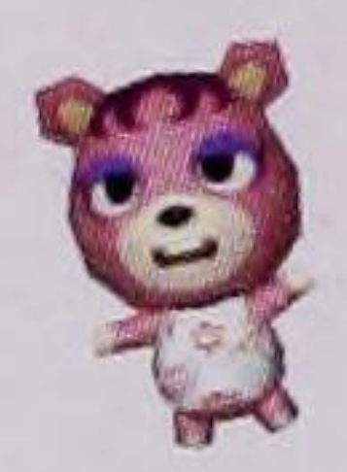

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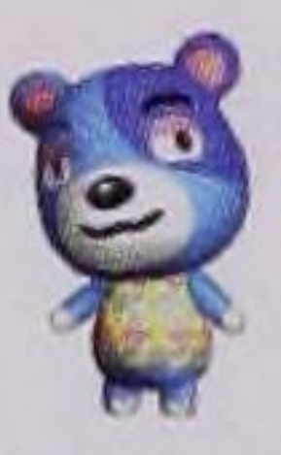

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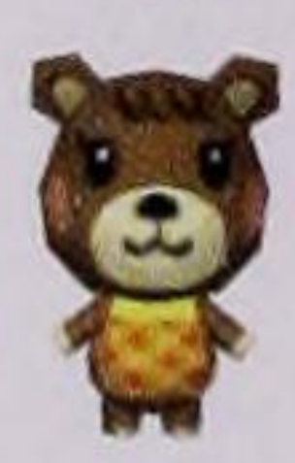

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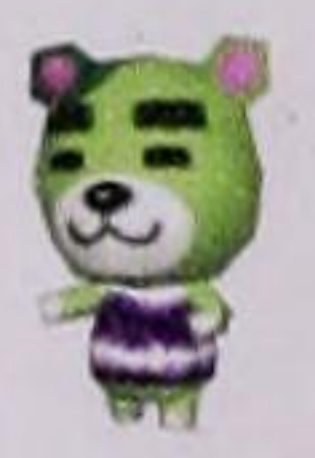

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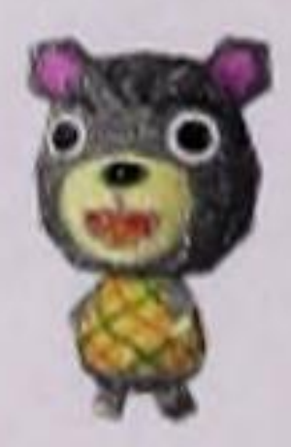

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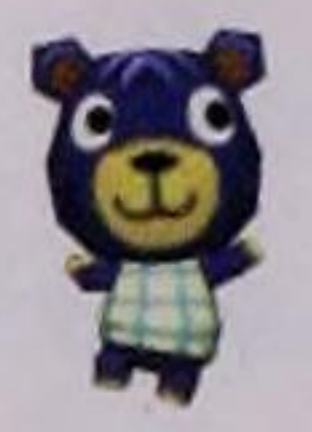

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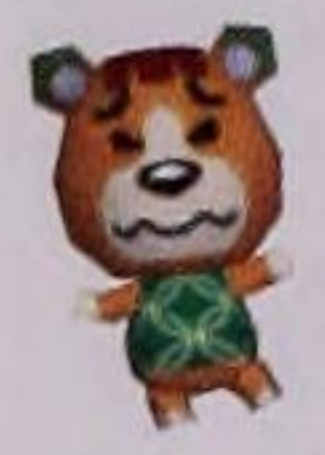

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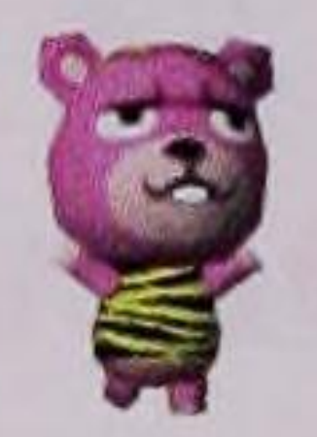

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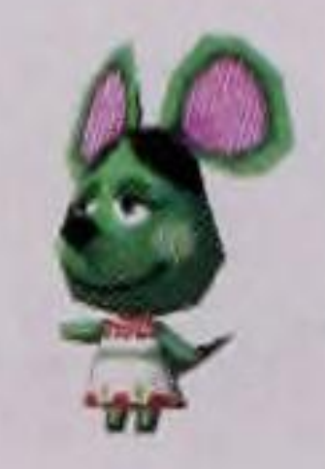
Anicotti


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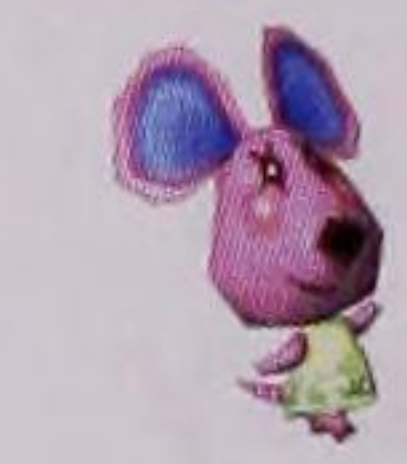

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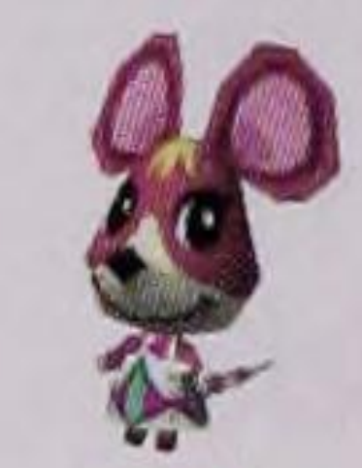

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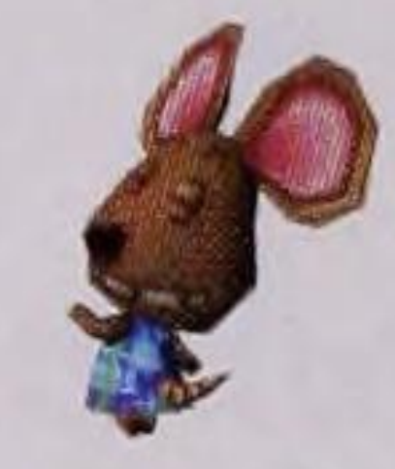

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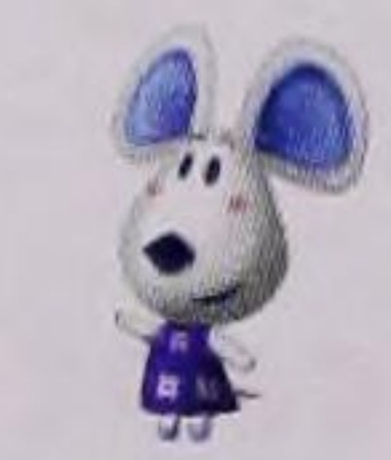

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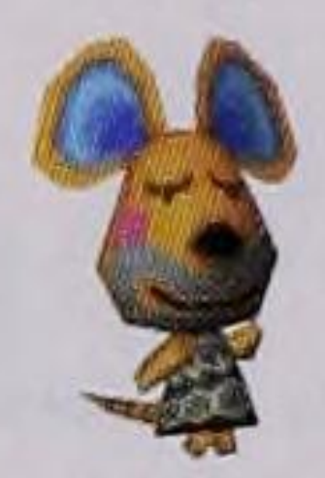

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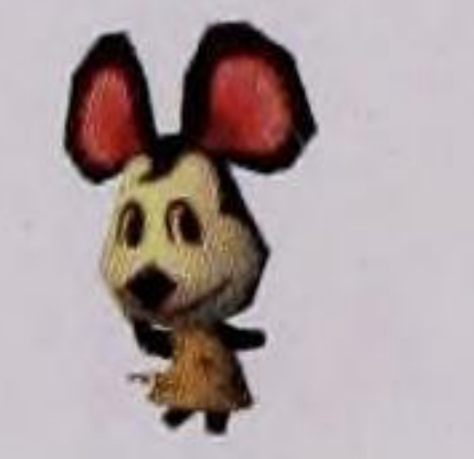

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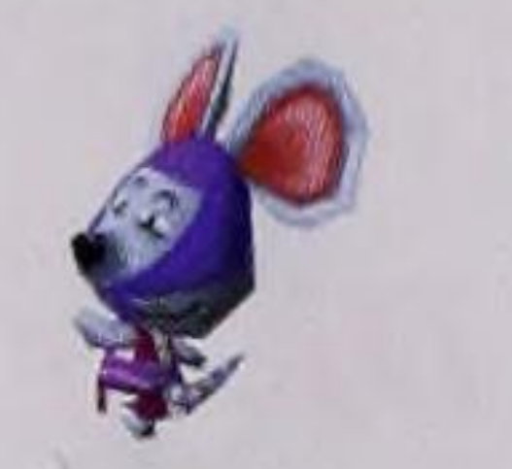

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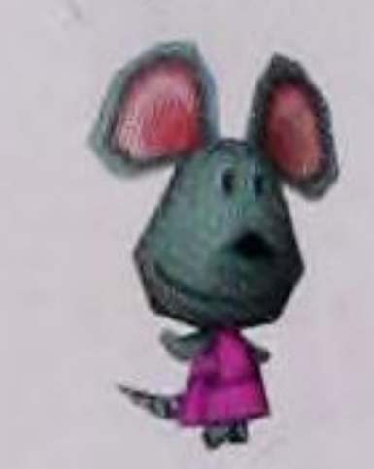
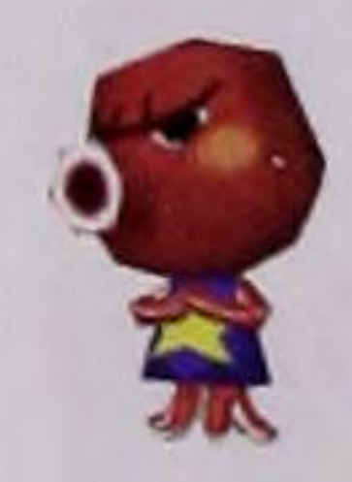
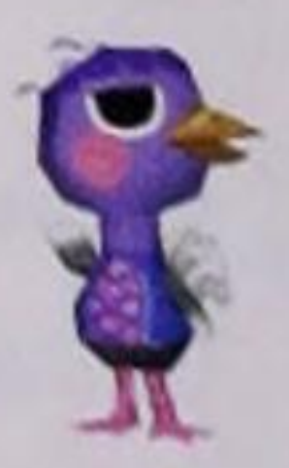
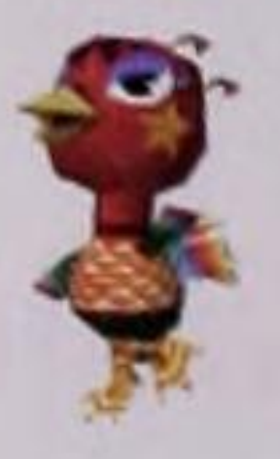


Octopus

Octavian


Ostriches

Queenie


Rio


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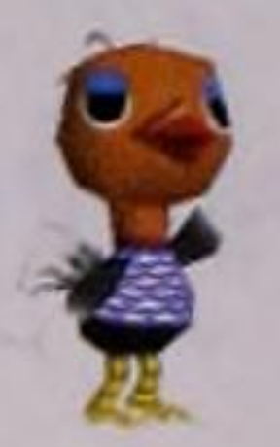
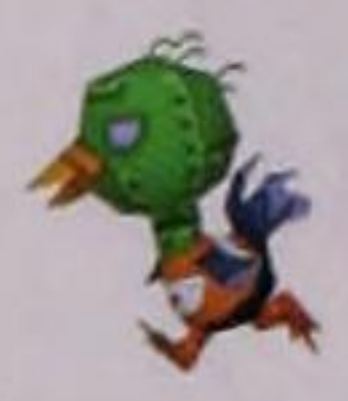
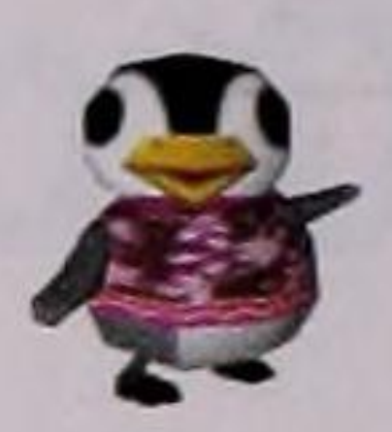


Sprocket


Penguins

Aurora


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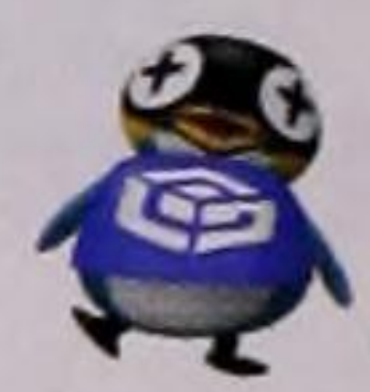

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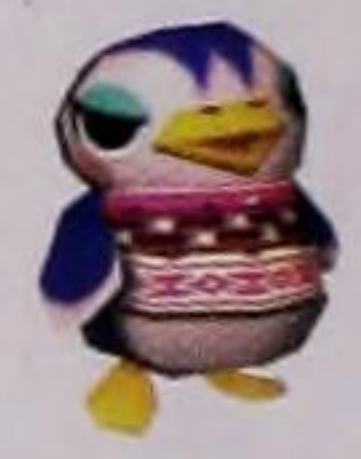

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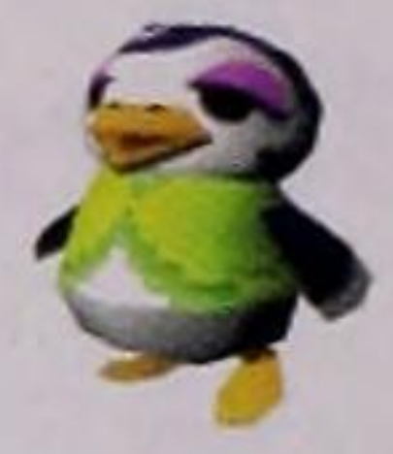

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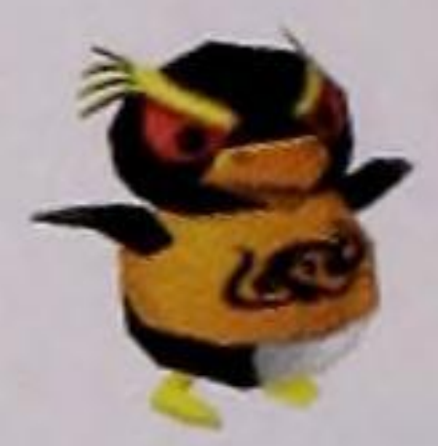

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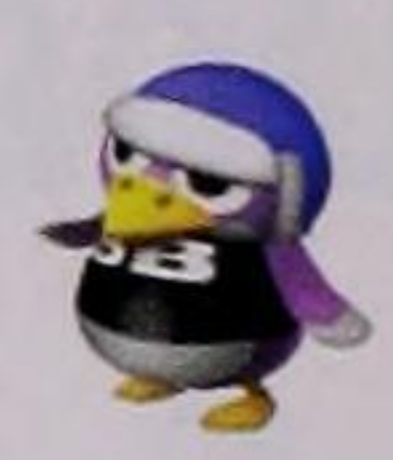

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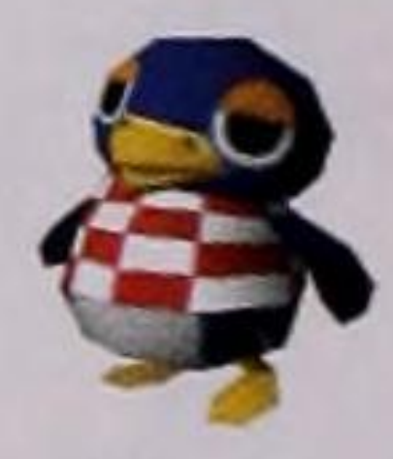
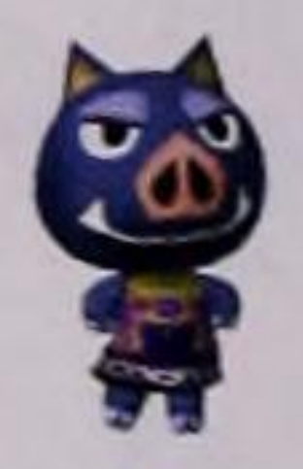


Pigs

Boris


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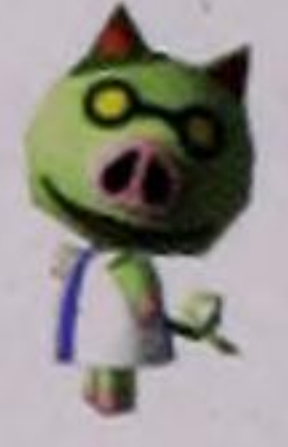

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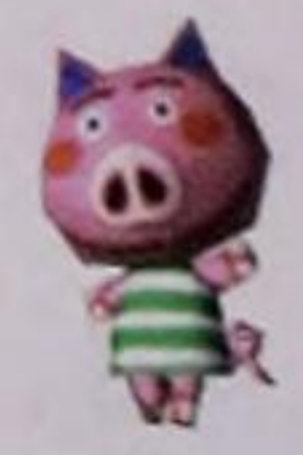
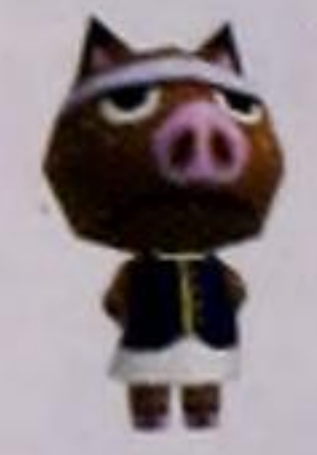
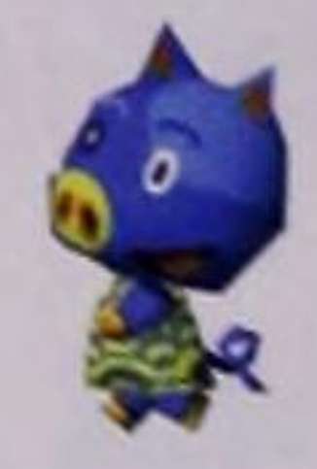
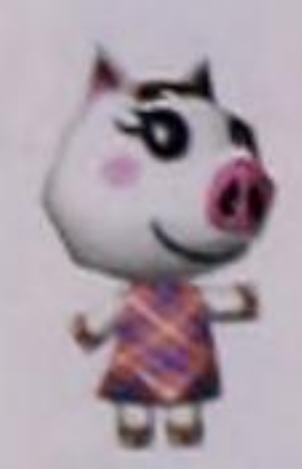
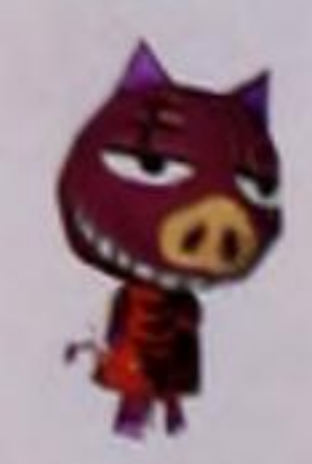


Hambo


Hugh


Lucy


Rasher


Spork

Sue E

Truffles

Rabbits

Bunnie

Claude

Coco

Doc

Dotty

Gabi

Gaston

Genji

Pippy

Snake

Rhinos

Hornsby

Spike

Tank

Tiara

Sheep

Baabara

Cashmere

Eunice

Stella

Vesta

Woolio

Squirrels

Blaire

Filbert

Hazel

Mint

Nibbles

Peanut

Pecan

Ricky

Sally

Static

Tigers

Bangle

Rolf

Tybalt

Wolves

Chief

Fang

Freya

Lobo

Wolfgang

Island NPCs

Annalise

Ankha

Bliss

Boomer

Bud

Dobie

Driftwood

Elina

Faith

Flash

Flossie

June

Maelle

O'Hare

Pigleg

Plucky

Rowan

Yodel

Interesting things are happening in each of the town's buildings, from the fancy items left strewn about the Town Dump, to the strange old Wishing Well, to the Tropical Island paradise accessible only via a Game Boy Advance and a seafaring turtle named Kapp'n. Get to know the different areas and what you can do in each one.

Major Buildings

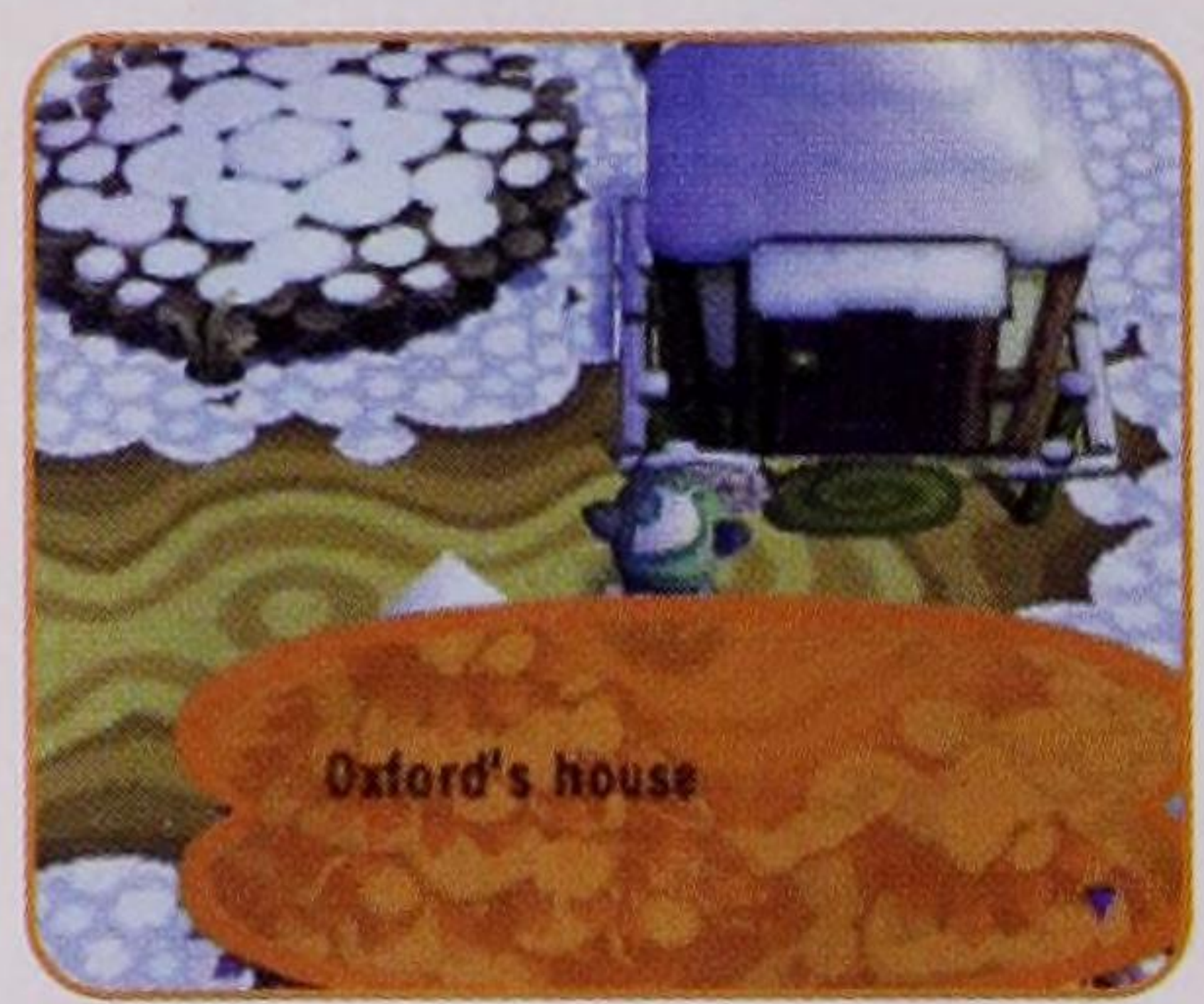
NOTICE
9.1 Sat
10:10 am

When you first visit your town, you'll notice a lot of buildings and locations to explore. Below are details on every location, and what you can do when you get there.

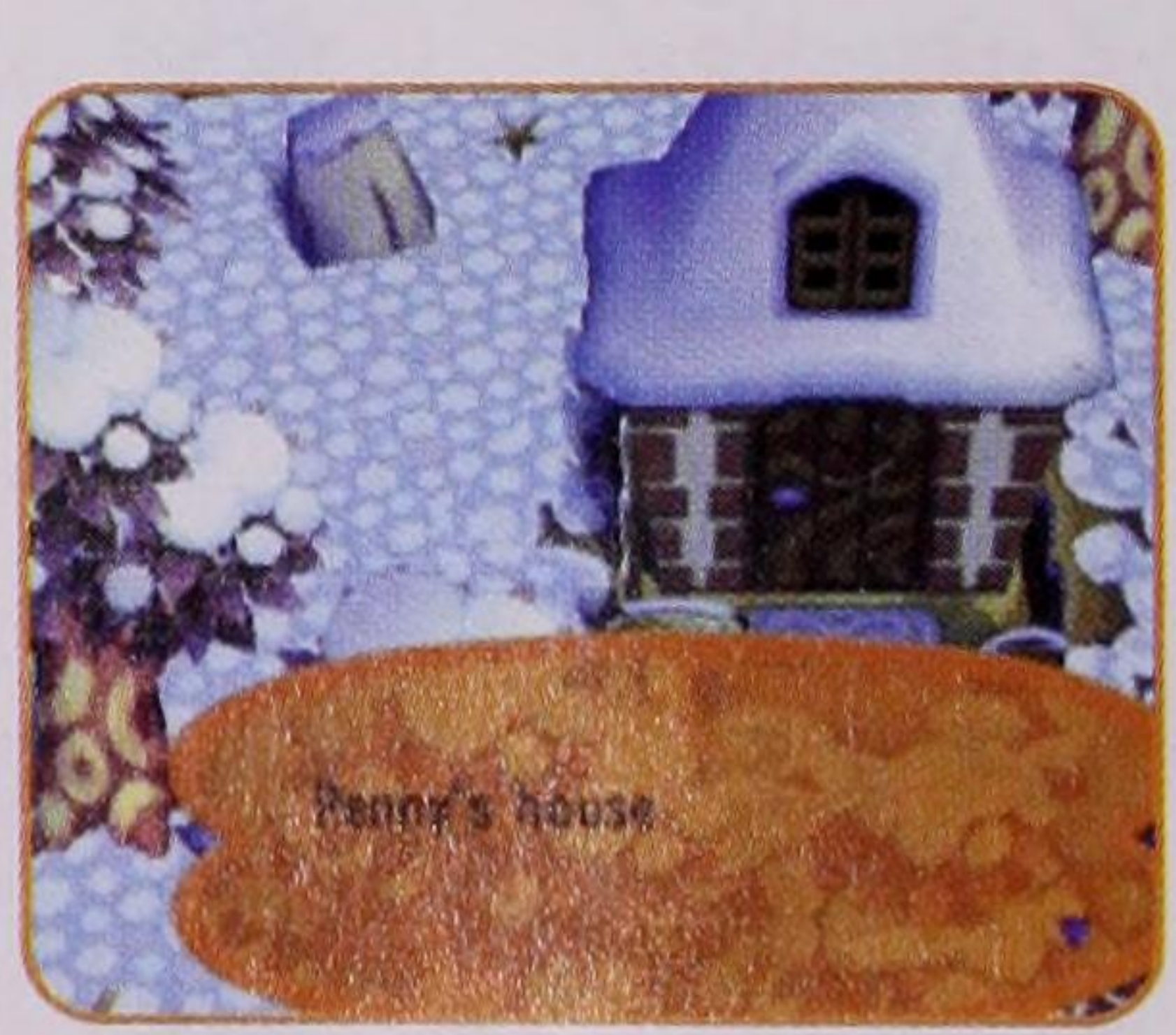
NOTE

Remember that each town is unique; your town may have the Museum in map square D-5, and your friend's Museum may be in map square C-1. So the buildings in your game might be in different places than shown in our pictures.

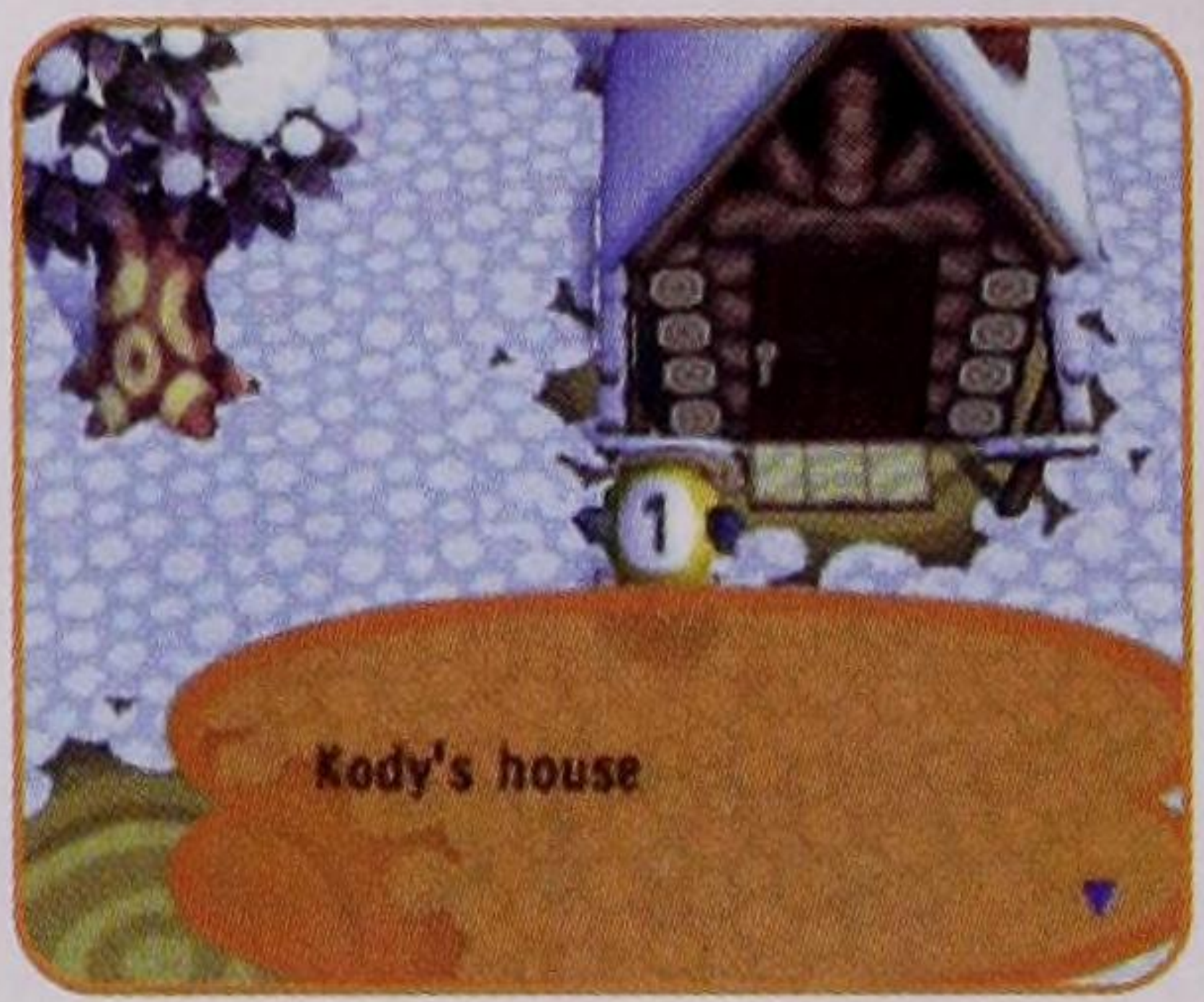
Inhabitants' Houses



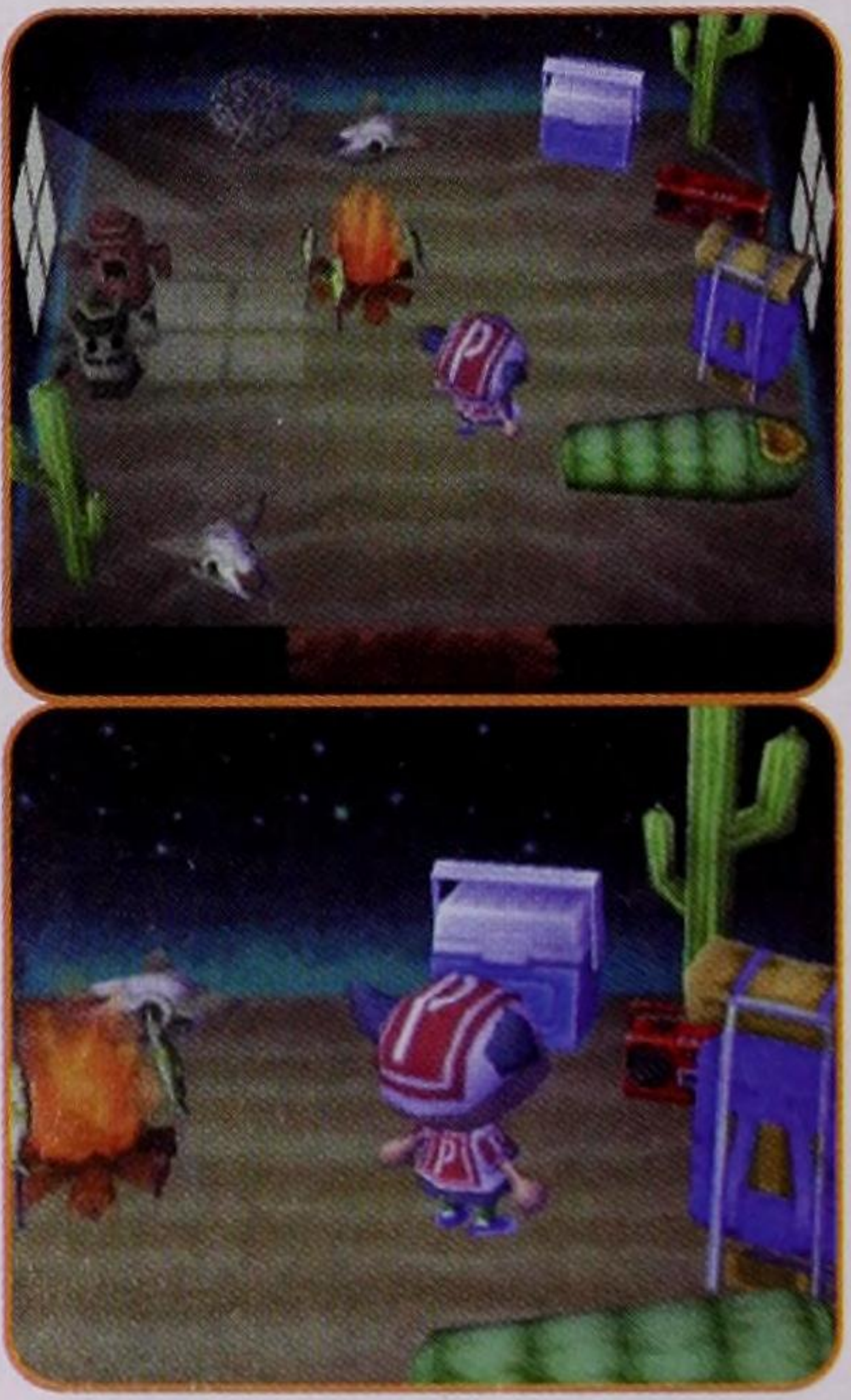
Your town can have up to 15 separate NPC dwellers that you can chat and interact with. All of their crazy mannerisms are covered in the Character Creations section. What about their homes? They're all the same size, but they look a little different.



The name of the person living in the house is displayed on the left part of the porch. Go up to the door and press Ⓐ. If the inhabitant is nearby and receiving visitors, you wipe your feet and enter the home.



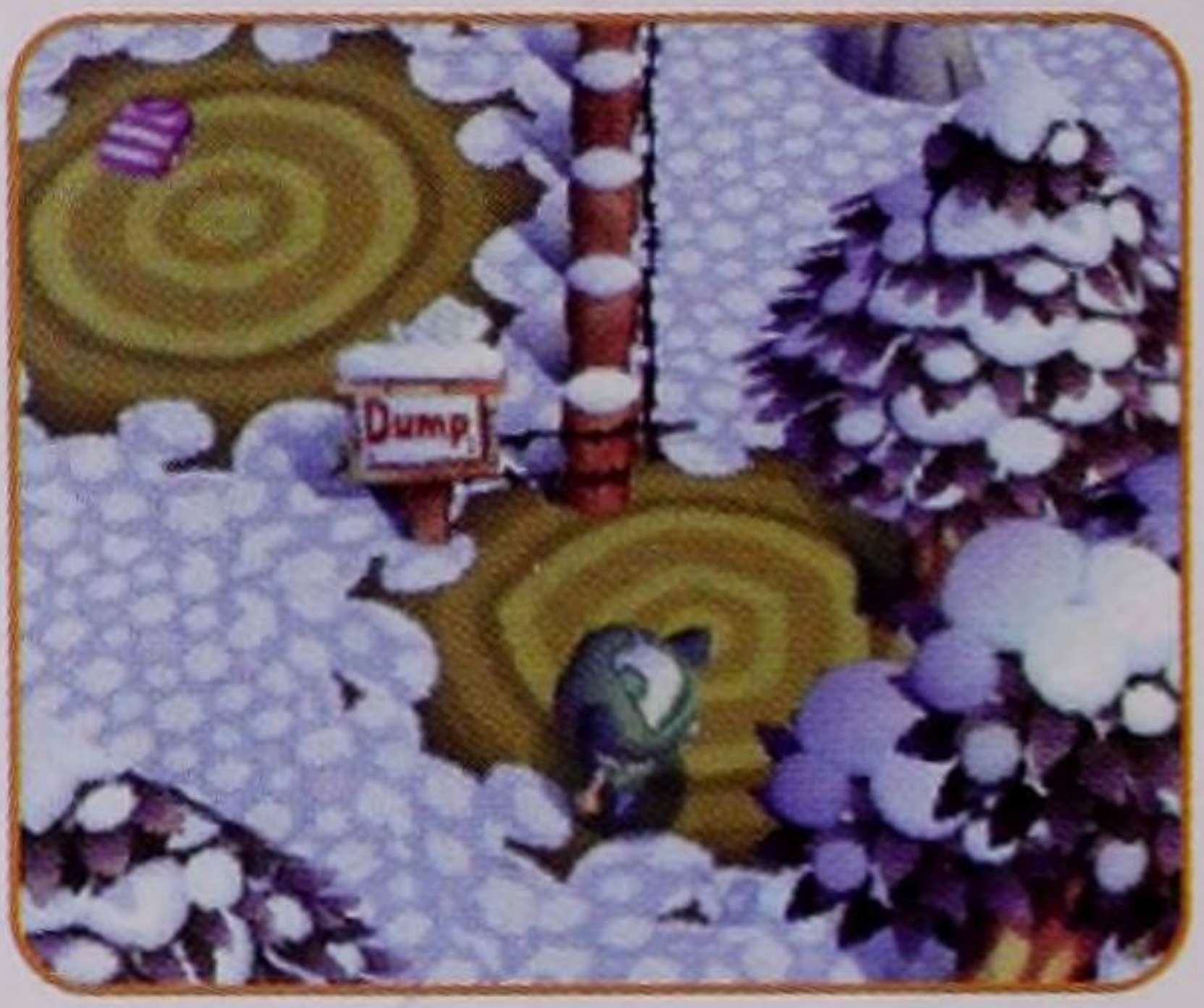
If your inhabitant is annoyed, or isn't home, you see "Do Not Disturb" or another sign when you try to enter the house. If you were trying to deliver something, either look for the inhabitant, or just come back later.



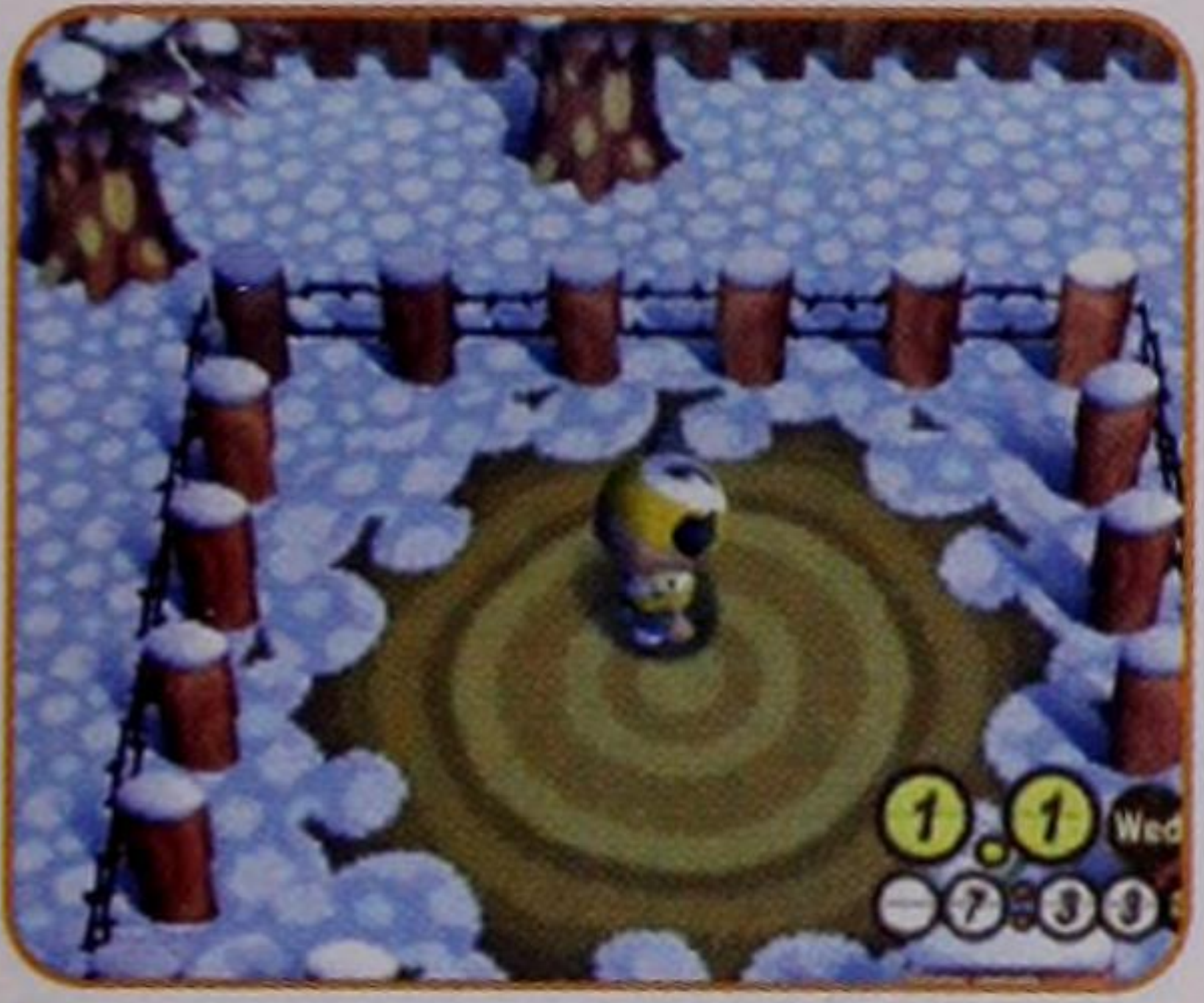
If the inhabitant is receiving visitors, you can go in.

Wow! It's all very different. Each inhabitant has his or her own style. This is a great way to get ideas about your own home. Check out the two pictures for two totally different abodes. You can talk to the inhabitants, zoom in the camera with ©, and look at (but not touch) the objects.

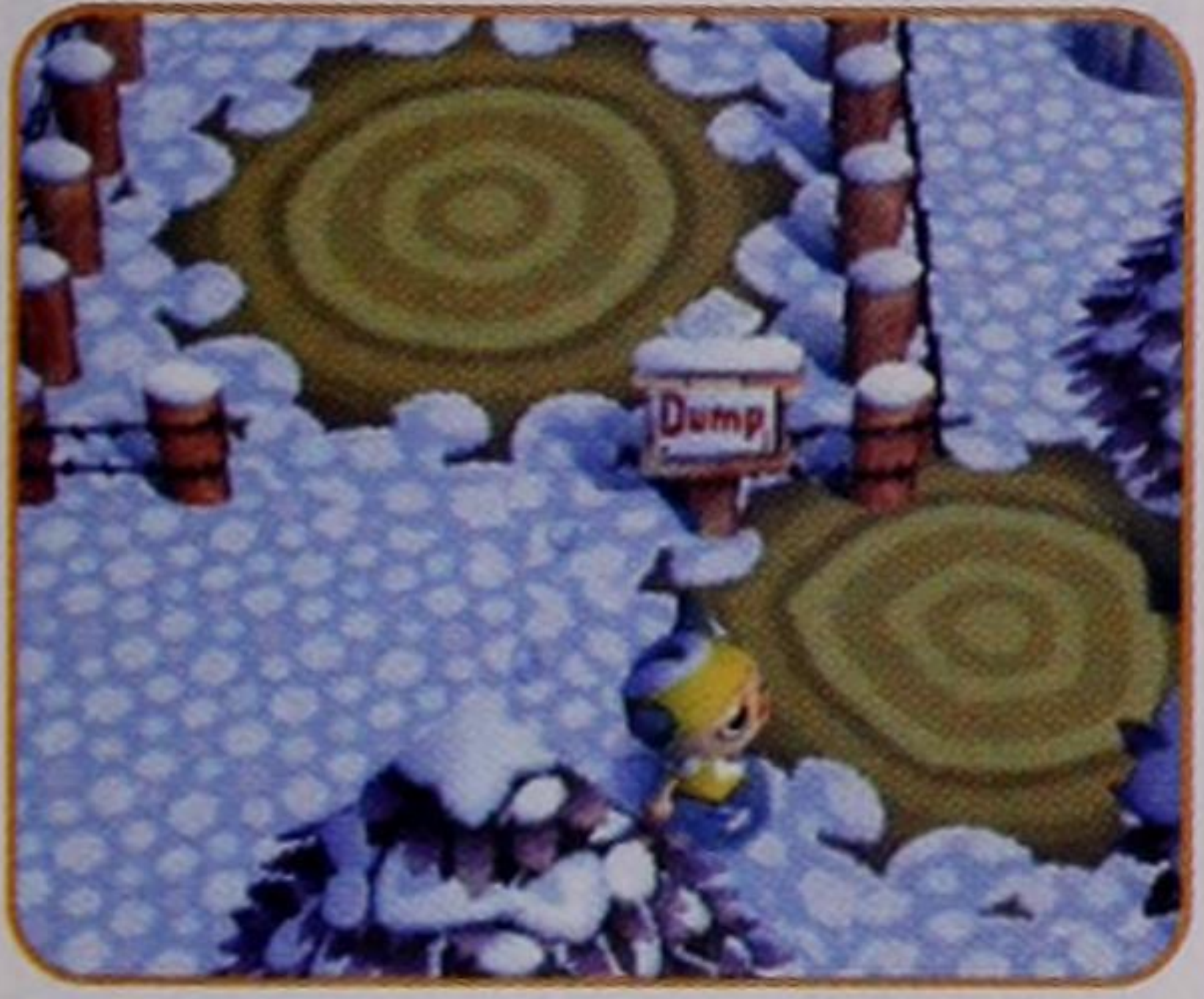
Town Dump



The Town Dump is a large square patch of earth with a rickety fence around it. It may look a little dirty, but it's the key to fabulous prizes if you do some scavenging.



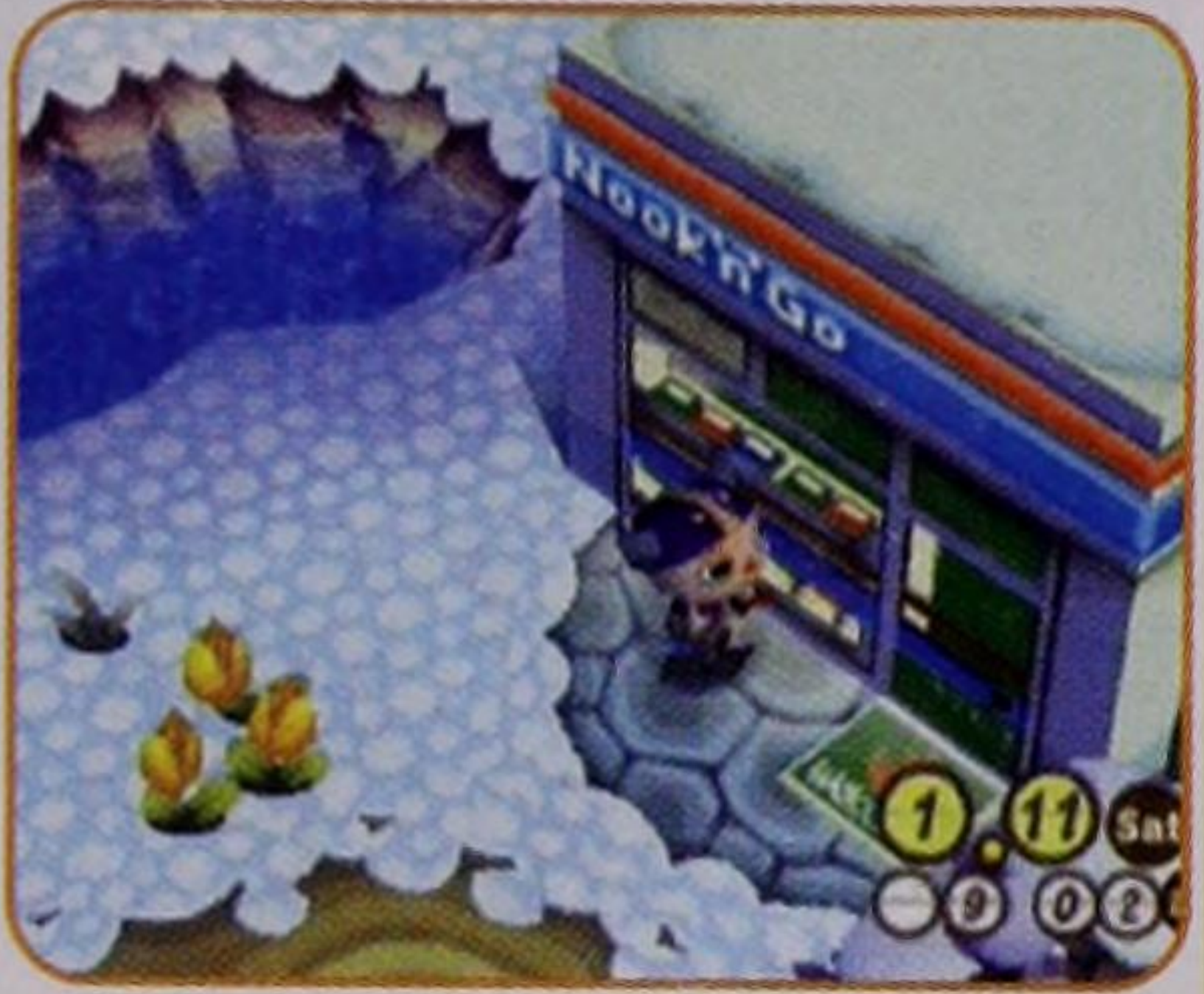
Something new gets put in the Town Dump at the start of every day. This could be clothing, writing paper, a ball to kick, or an item. Head to the Town Dump every day, as soon as you start your game.



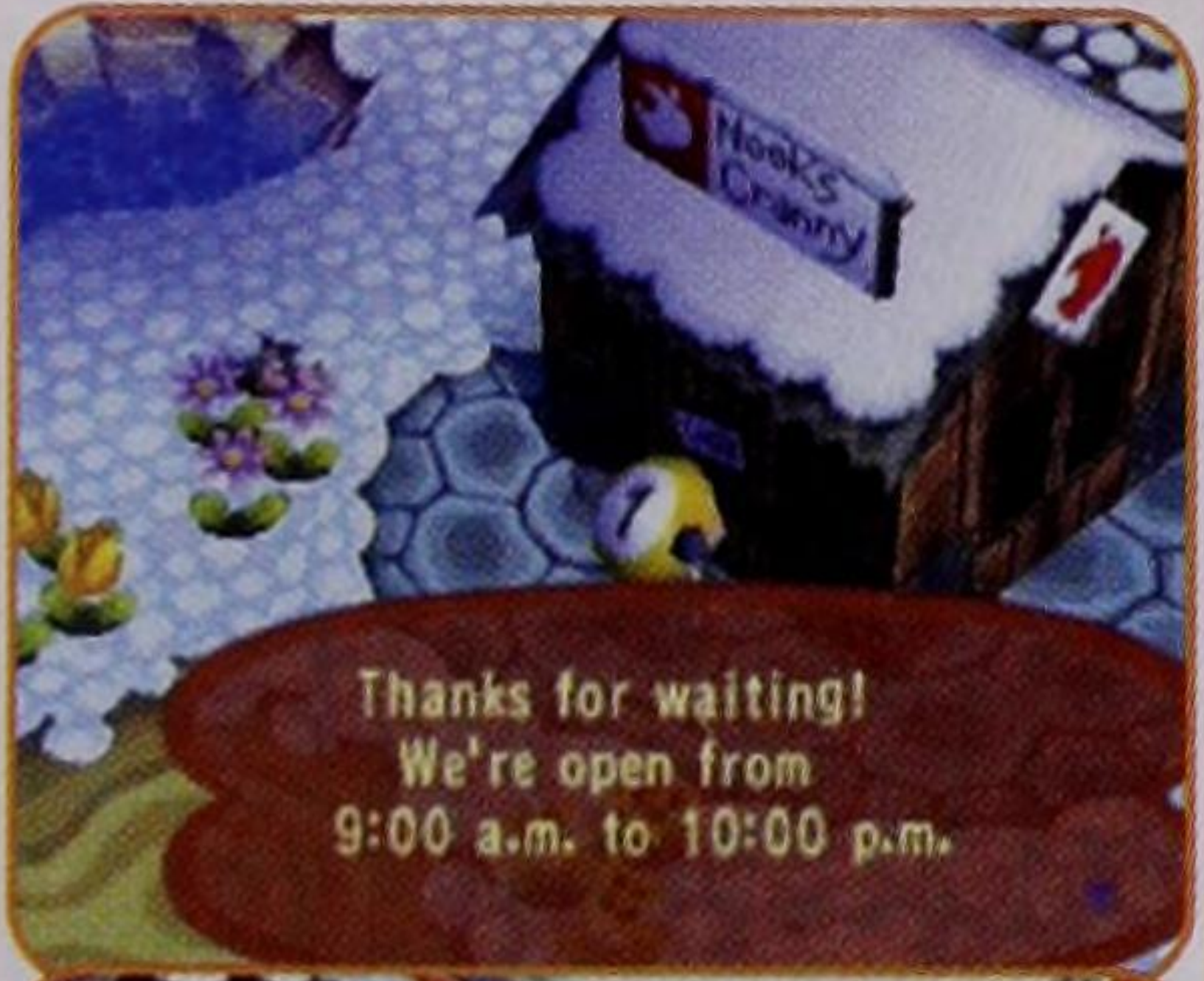
These objects disappear after a day or so. Grab all the items you see, store or arrange the ones you want in your home, and sell the rest to Tom Nook.

Tom Nook's Store

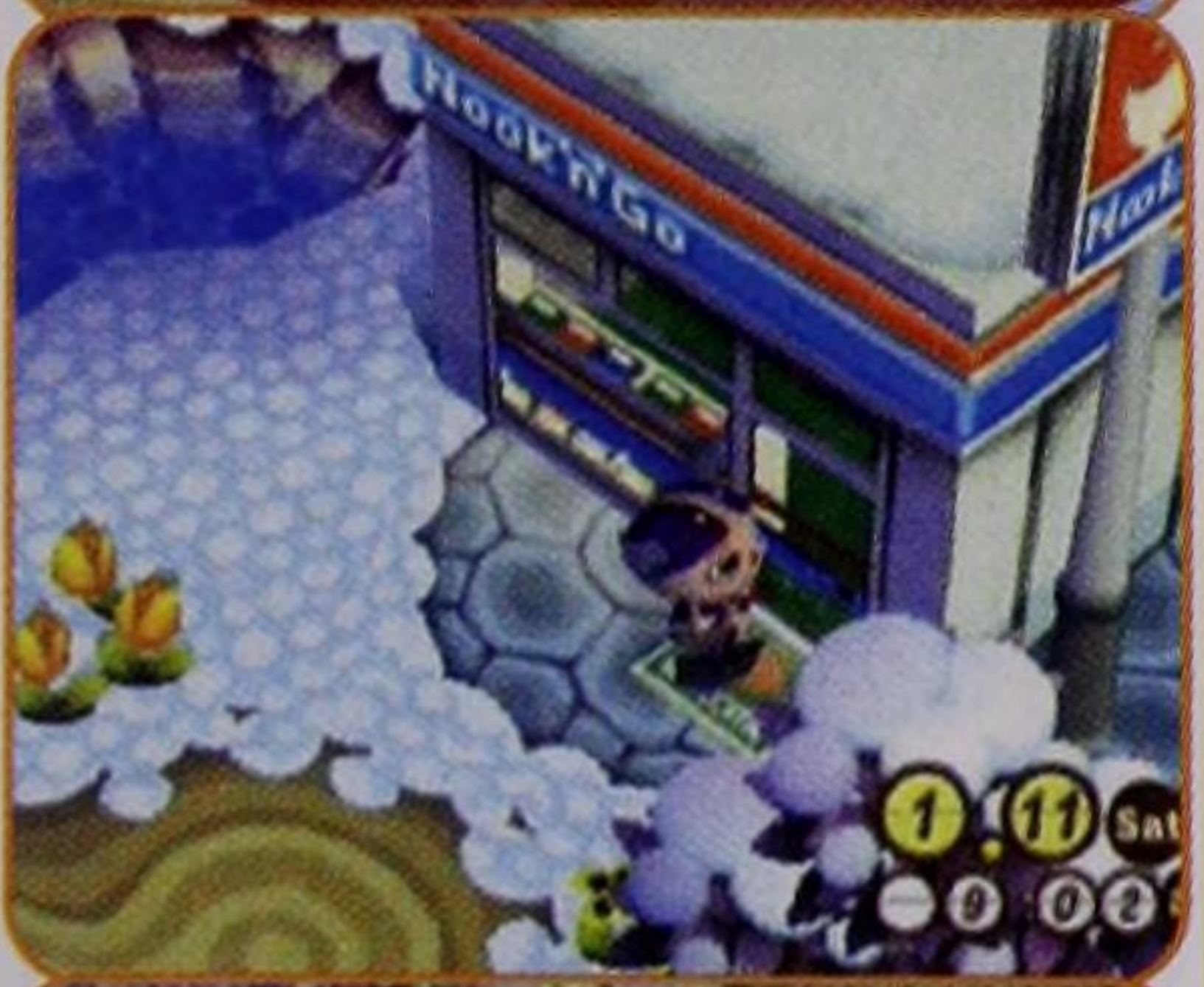
Buying Stuff

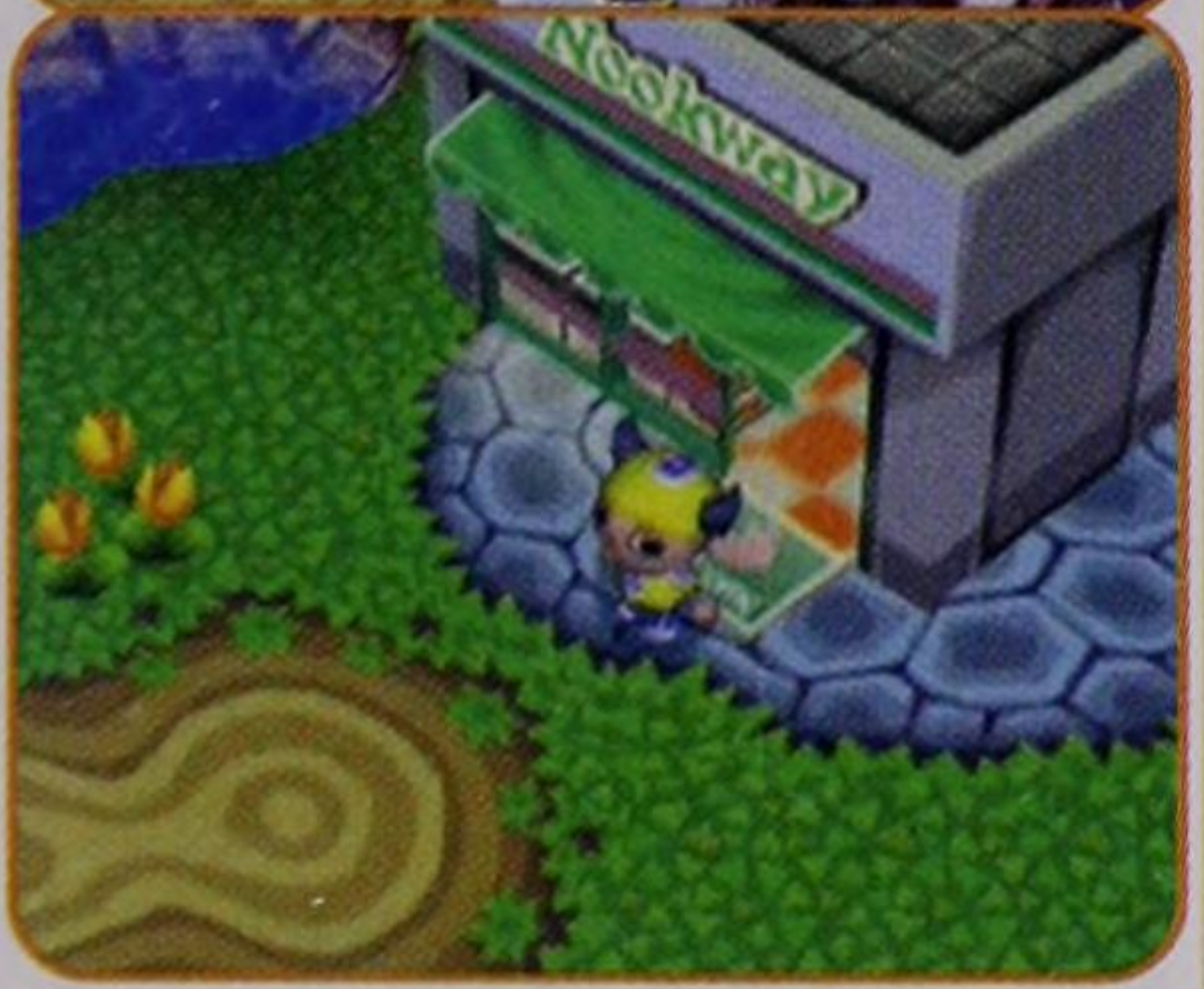

Nook'n'Go
1.11 Sat
9:02

One place you'll visit again and again is Tom Nook's emporium. It features lots of exciting objects, and more appear every day.


Nook's Cranny

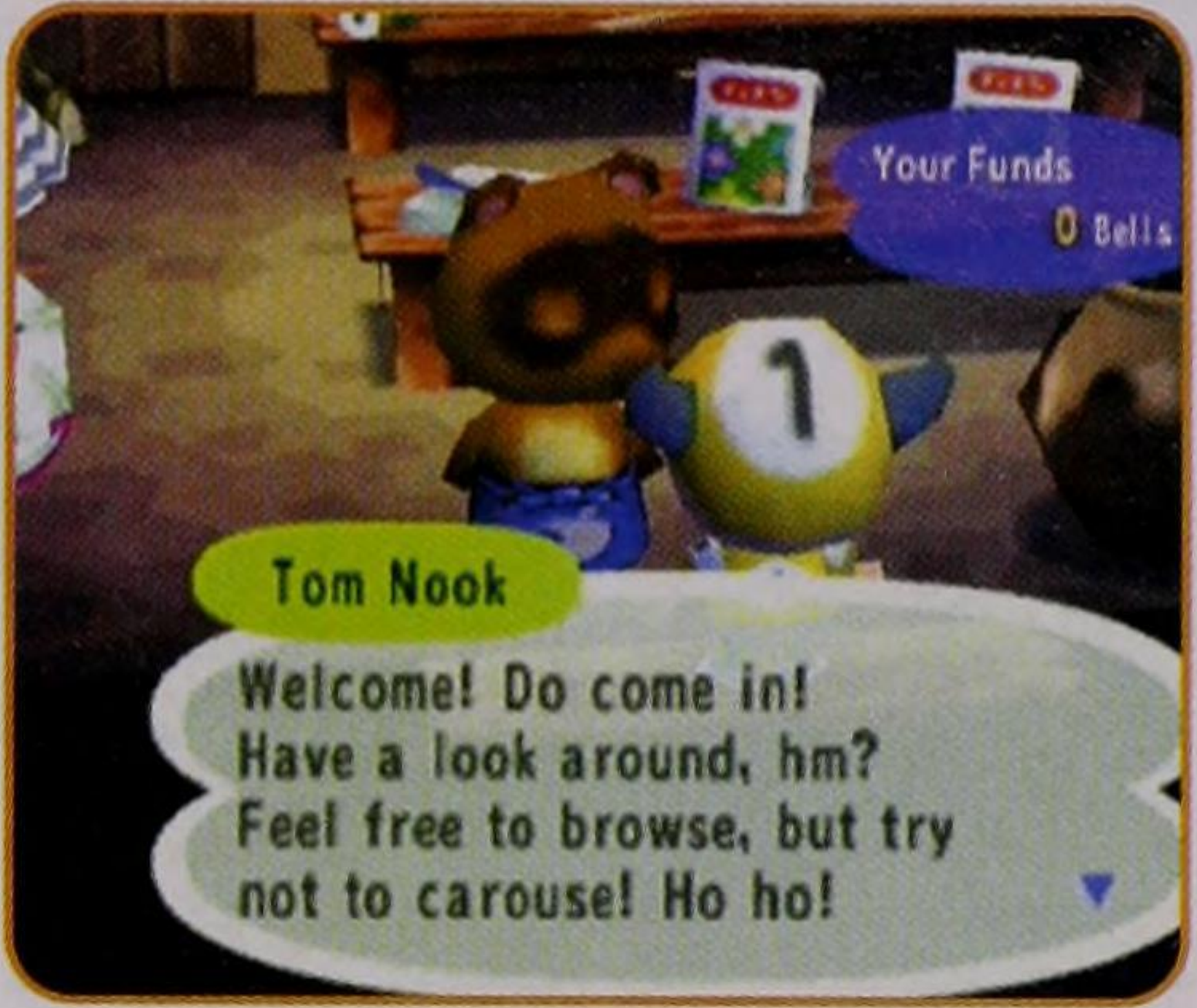
Thanks for waiting!
We're open from
9:00 a.m. to 10:00 p.m.


Nook'n'Go
1.11 Sat
9:02



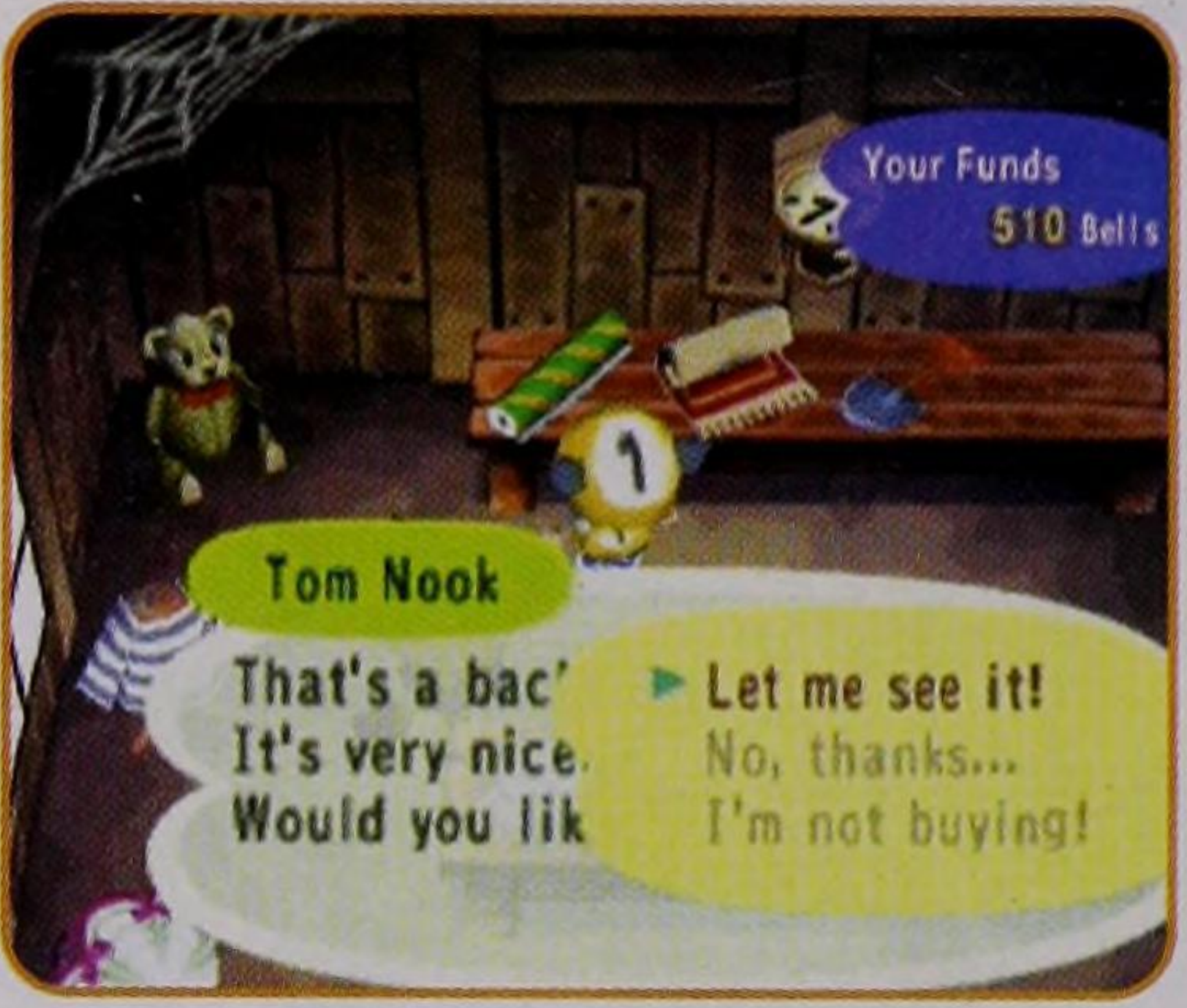
As you can see from the above examples, during the course of the game, Tom Nook's store grows, from the tiny "Nook's Cranny" to a large superstore. The bigger the store, the more items you can buy there.

You can do a lot of things at the store. But only between 9 a.m. and 10 p.m. It's closed at other times.


Your Funds
0 Bells
Tom Nook

Welcome! Do come in!
Have a look around, hm?
Feel free to browse, but try
not to carouse! Ho ho!

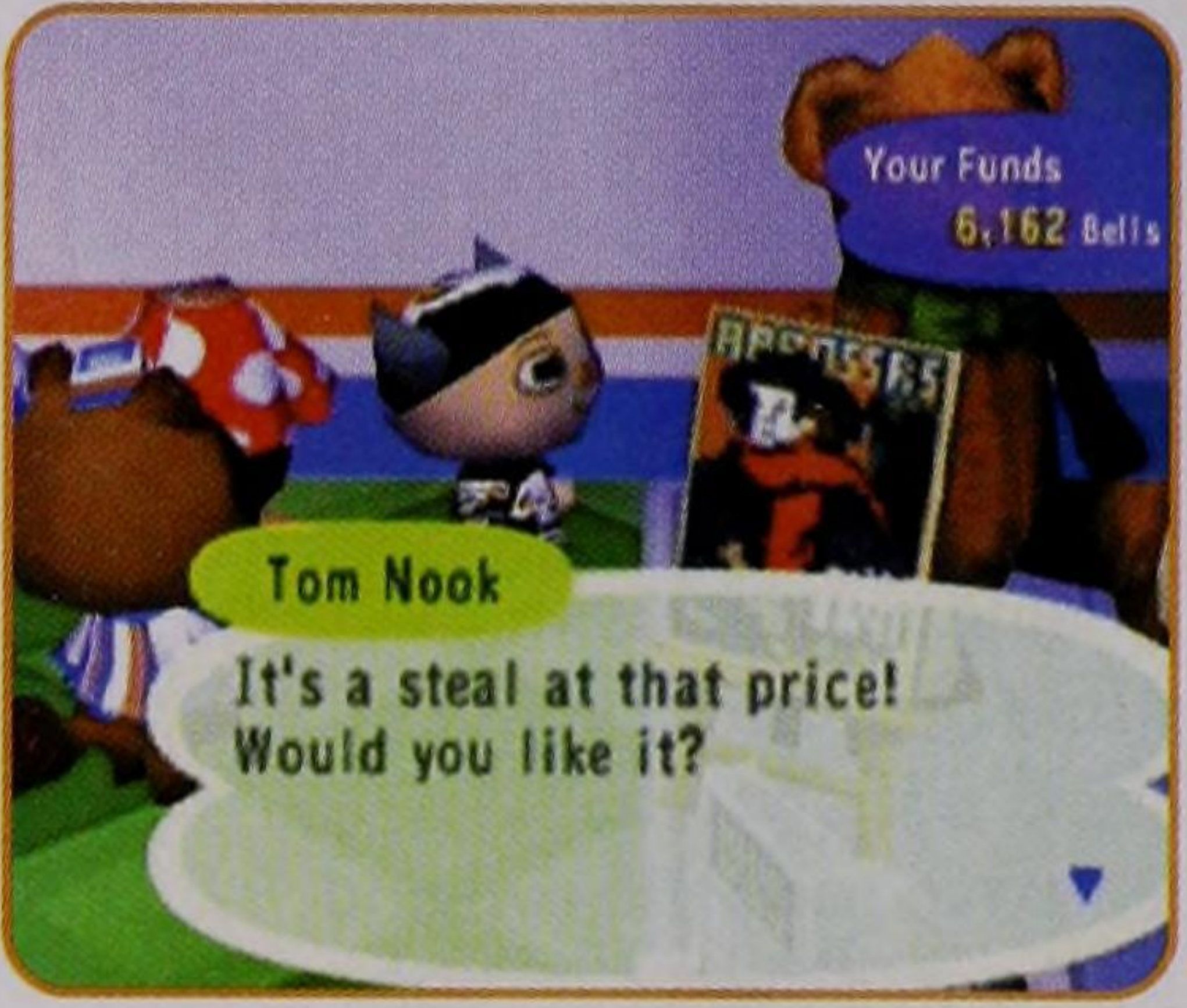
You immediately see lots of items for sale. These range from flower seeds to exotic and rare items. Obviously, the cooler-looking the item, the more it costs.


Your Funds
510 Bells
Tom Nook

That's a bac'
It's very nice.
Would you lik

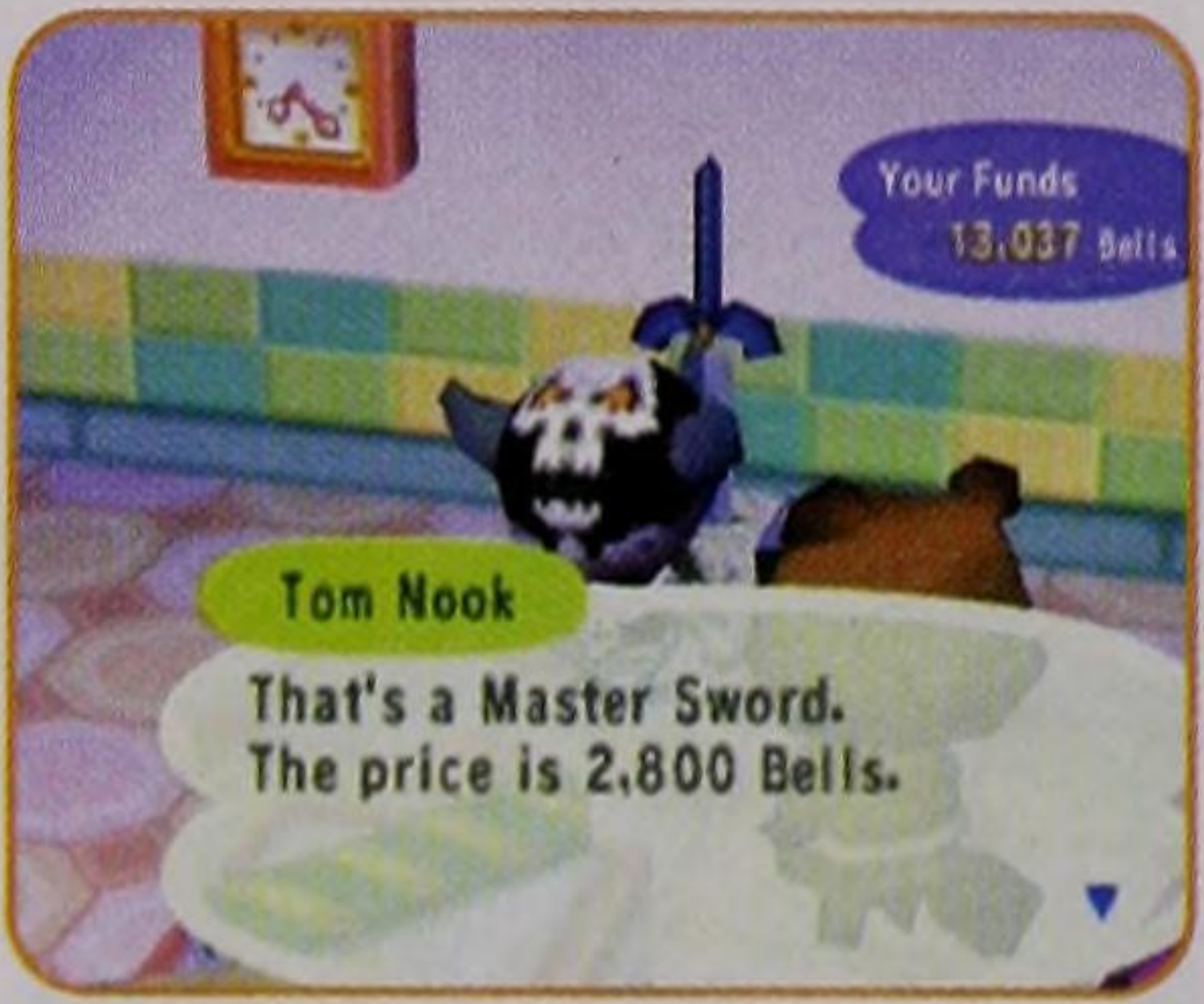
▸ Let me see it!
No, thanks...
I'm not buying!

Other items include carpets and wallpaper, paint for your roof, umbrellas, outfits, and also some of the four "equipment" pieces you need to use to fully explore the town, such as the Shovel.


Your Funds
6,162 Bells
Tom Nook

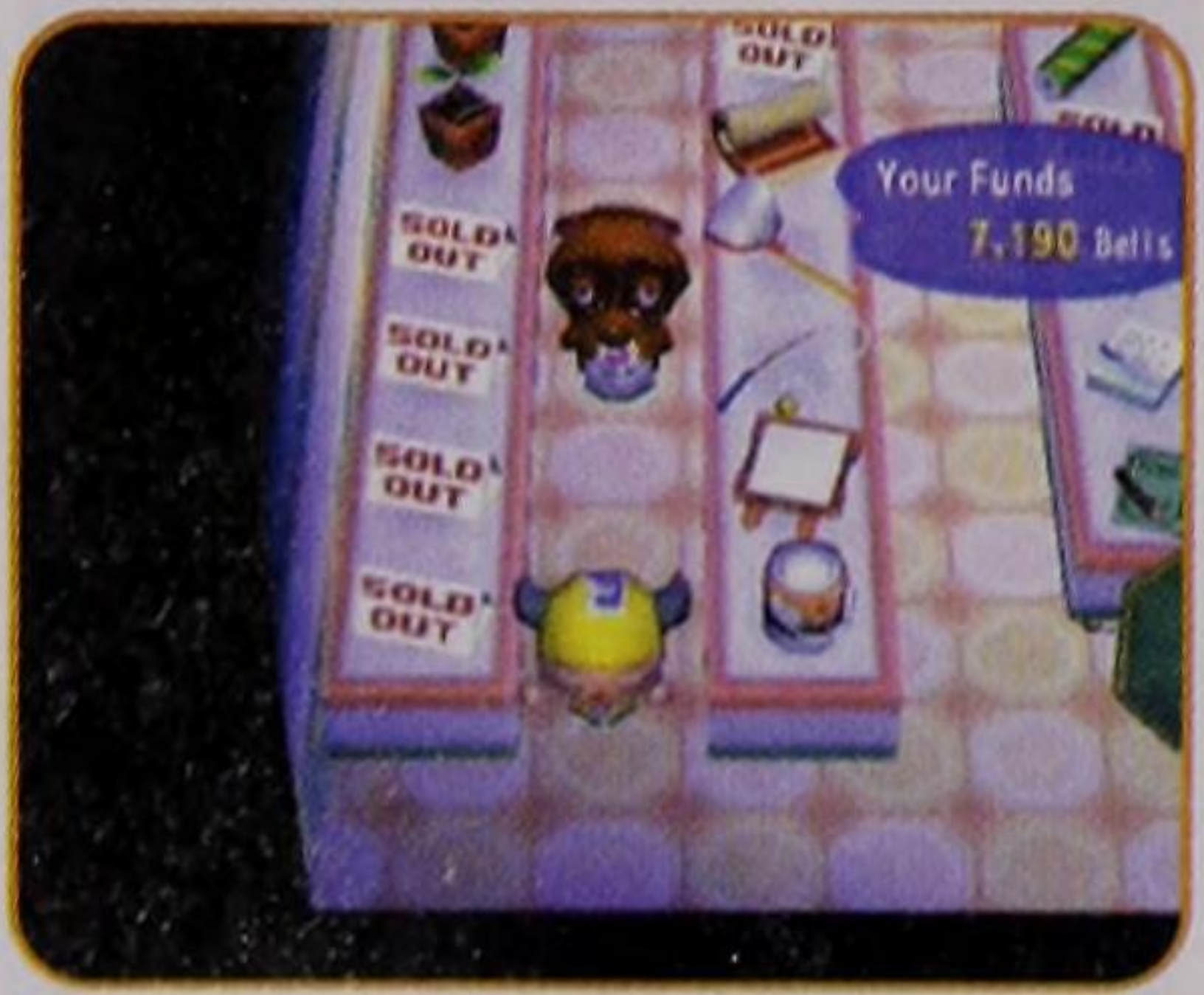
It's a steal at that price!
Would you like it?

Walk up to the item you're interested in, and press Ⓐ. Tom Nook comes over and tells you what it is, and how much it costs. The price doesn't change. If you want it, hand over those Bells.

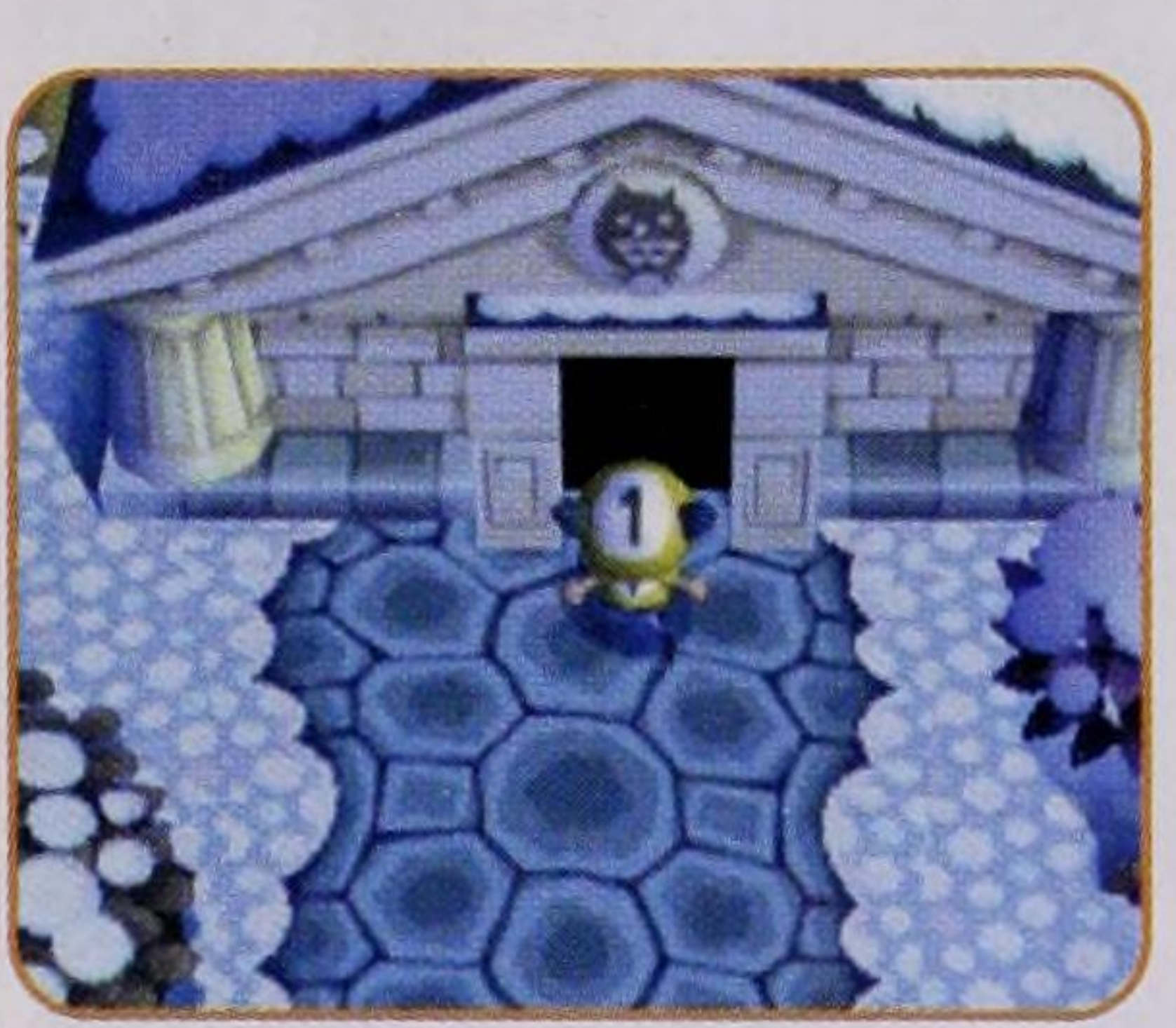

Your Funds
13,037 Bells
Tom Nook

That's a Master Sword.
The price is 2,800 Bells.

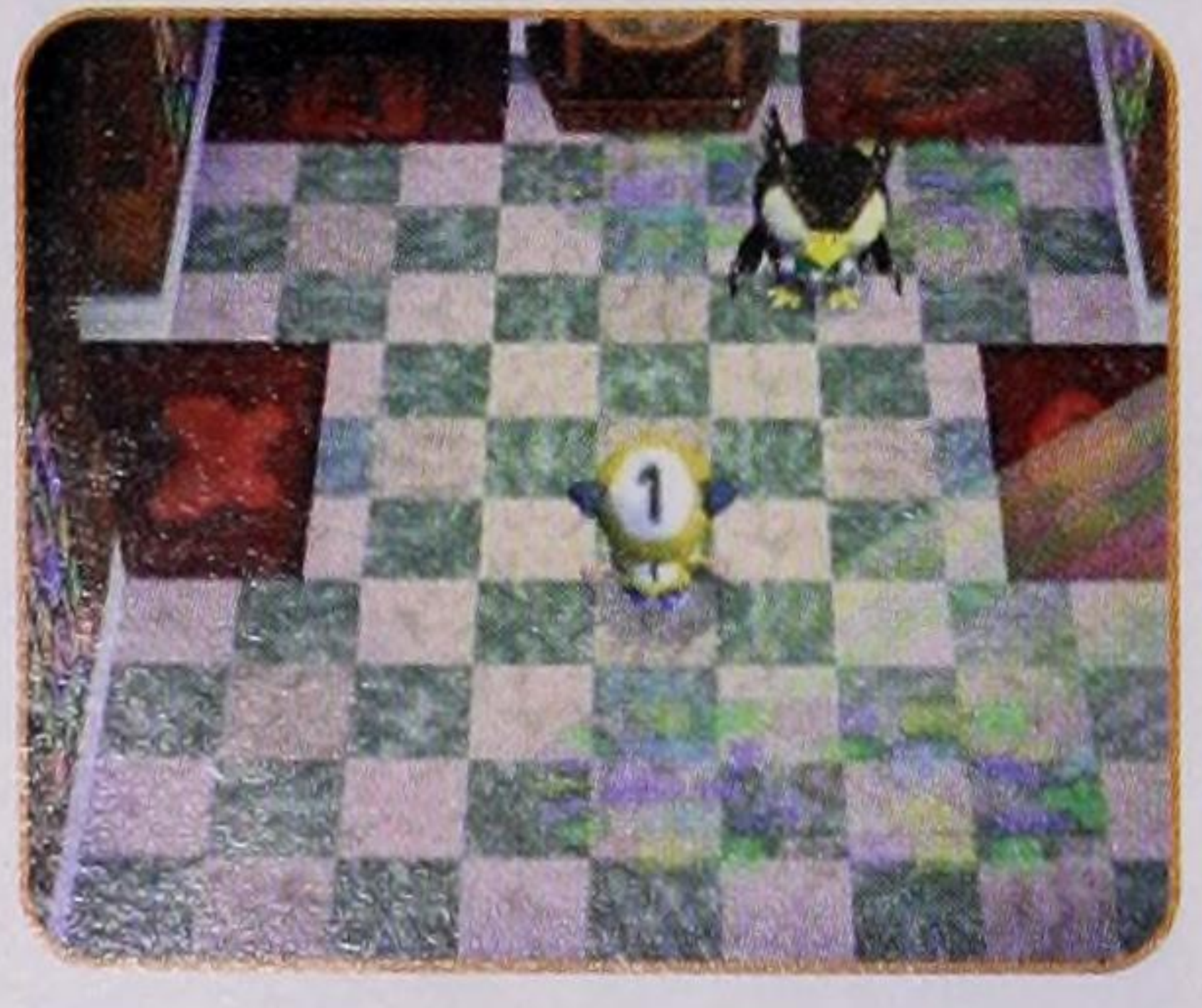
Tom Nook usually receives more deliveries every day. And usually the stuff you see today won't be there tomorrow. If you want that model of a Star Fox® Arwing, grab it when you see it!


Your Funds
7,190 Bells
SOLD OUT
SOLD OUT
SOLD OUT
SOLD OUT
SOLD OUT

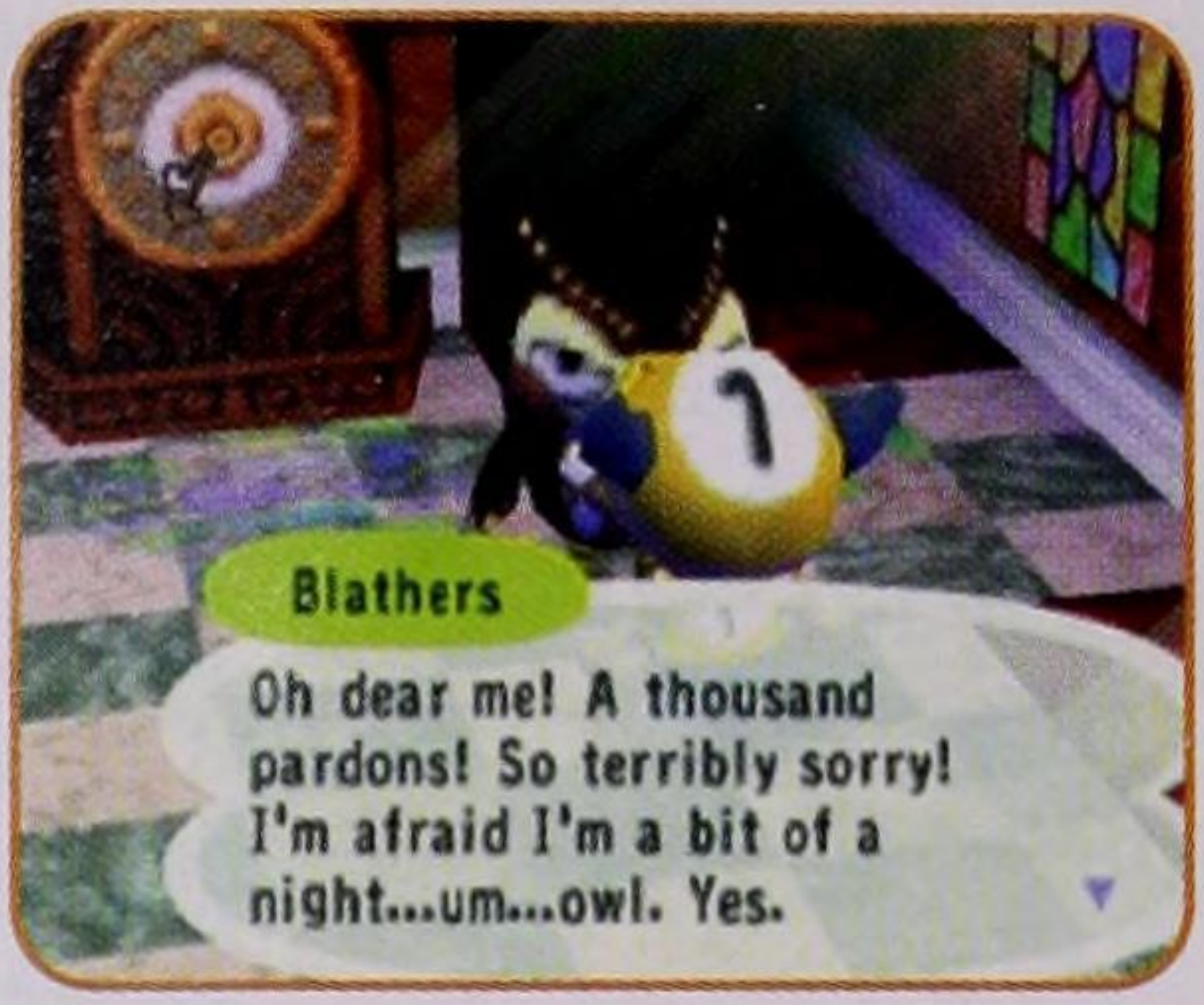
Museum



The large gray temple-looking building with the stone path isn't a spooky crypt, but a place of learning. Help the owl and start a massive collection for everyone to see.



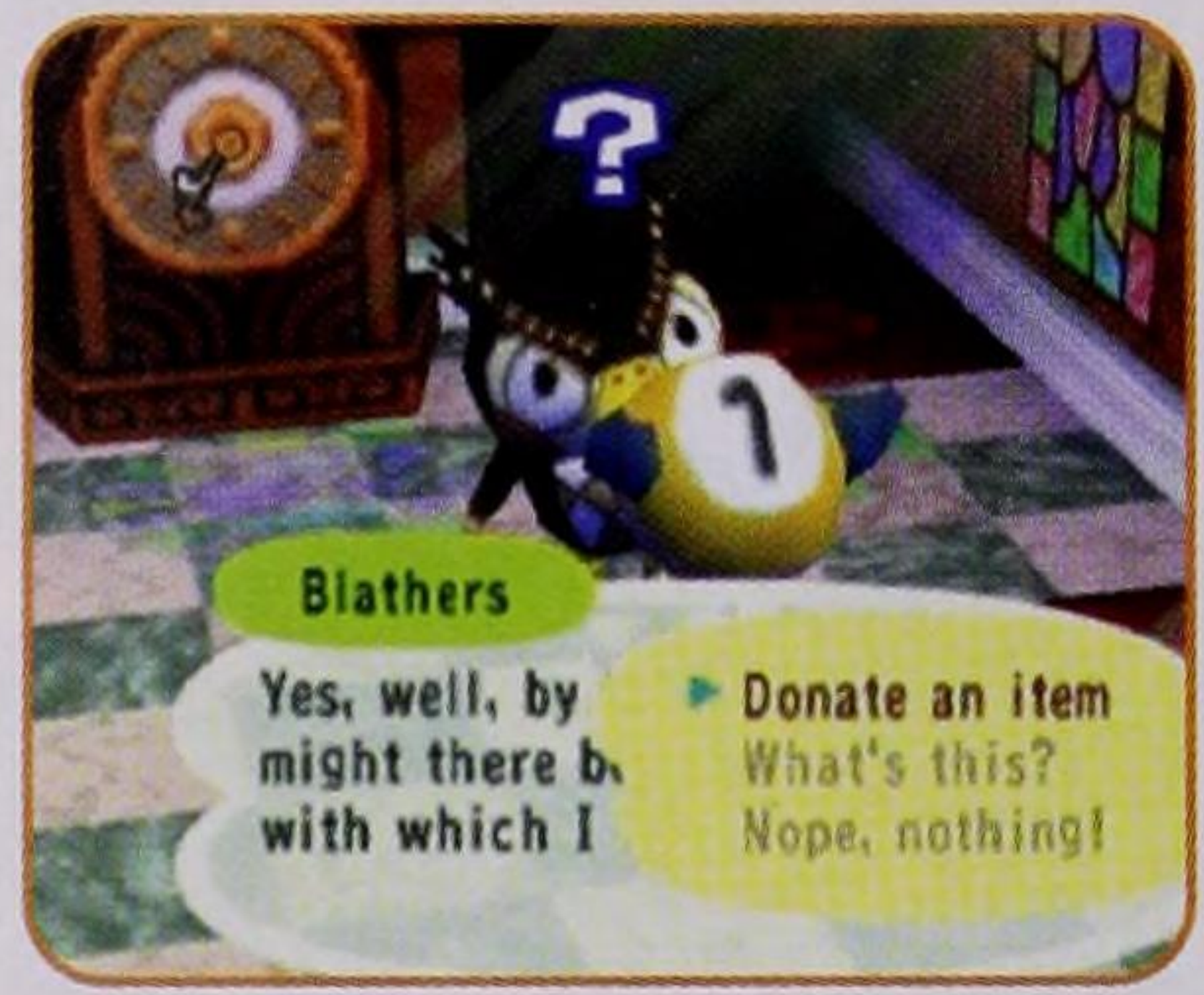
As soon as you walk inside the Museum's door, you'll spot Blathers, the owl. He's usually dozing! Nearby is a clock that chimes the theme on the Melody Board every hour. But you're here to see the owl.



Blathers

Oh dear me! A thousand pardons! So terribly sorry! I'm afraid I'm a bit of a night...um...owl. Yes.

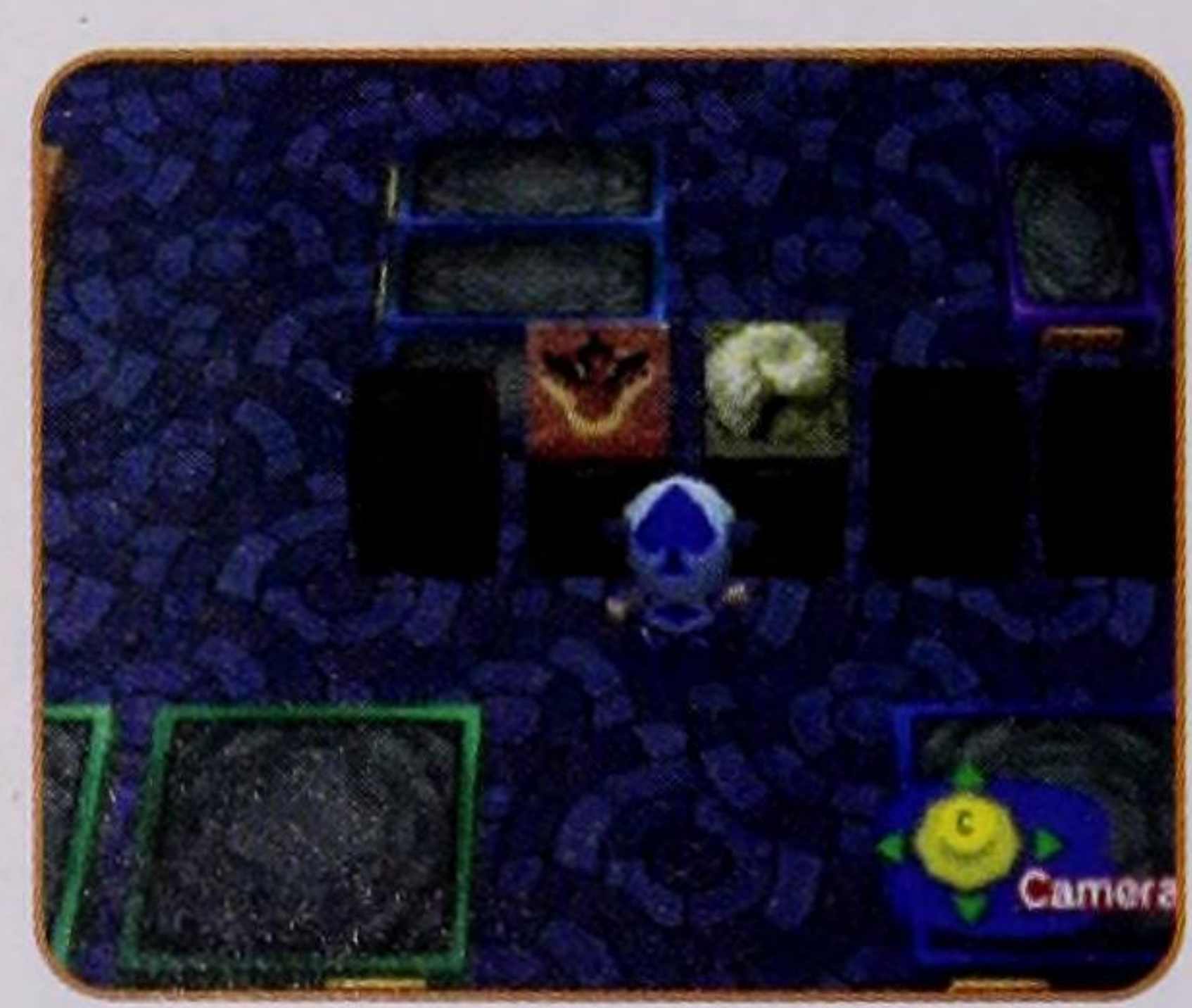
Blathers definitely lives up to his name, going on and on before you have a chance to get a word in edgewise! When he's finished babbling, you can donate an item to the Museum.



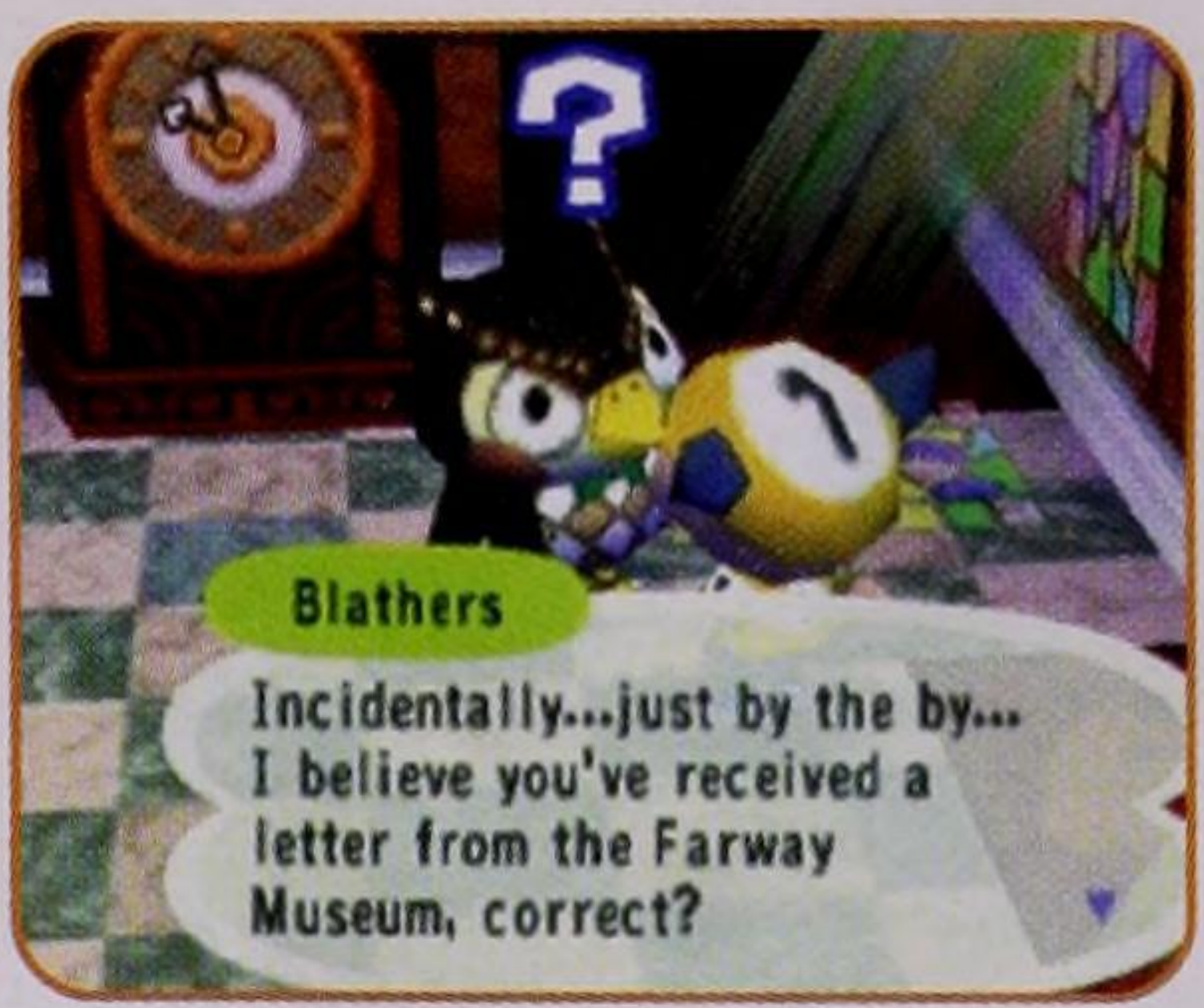
Blathers

Yes, well, by might there b with which I

What kinds of items is the Museum looking for? Well, there are four categories—Fish, Fossils, Paintings, and Insects. The easiest collection to find is the Fossil collection.



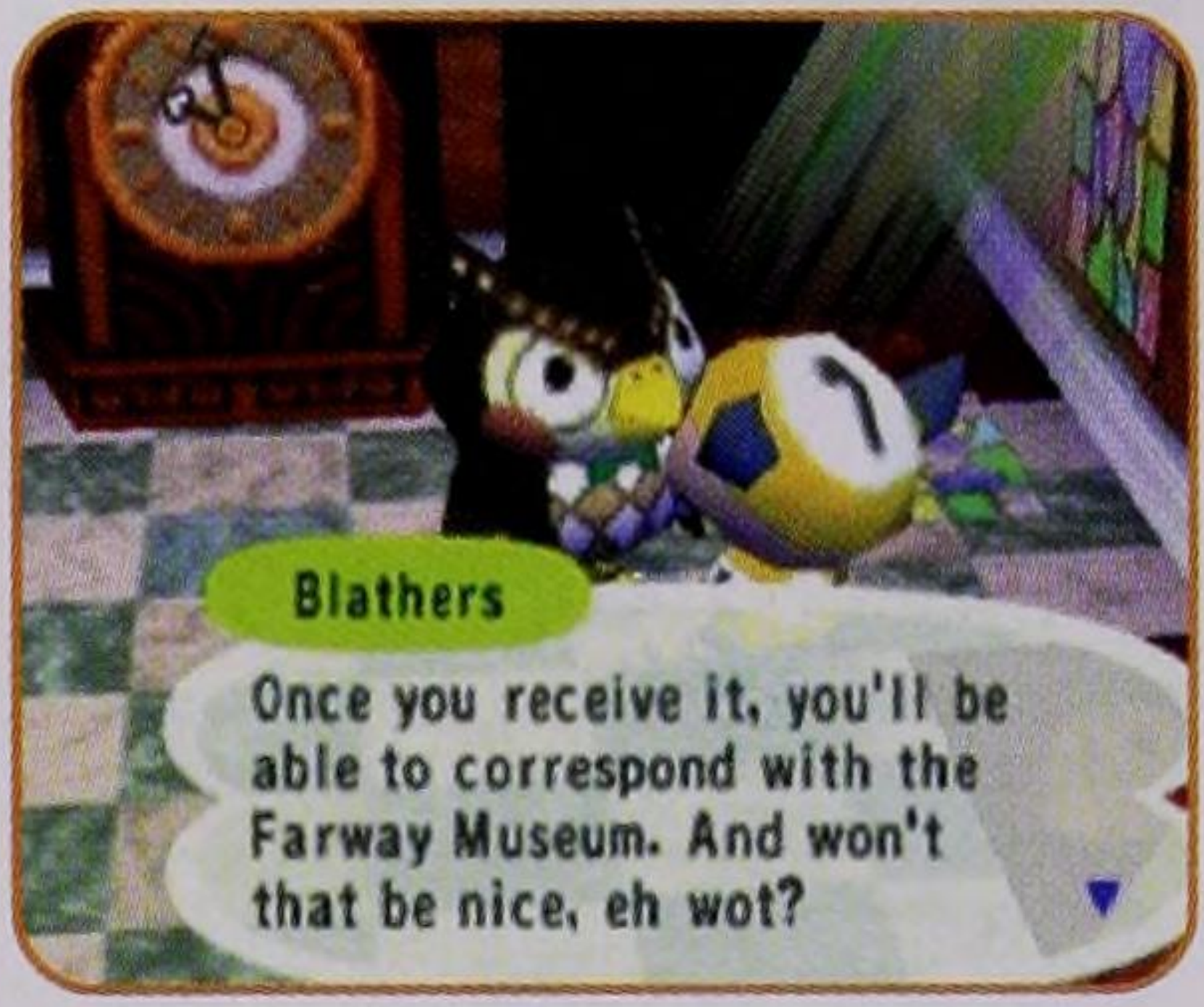
The Fossil room shows a large array of bases awaiting Fossils. All these are empty now. To add a Fossil to the Museum's collection, dig up cracks in the ground. Some of these hold a Fossil.



Blathers

Incidentally...just by the by... I believe you've received a letter from the Farway Museum, correct?

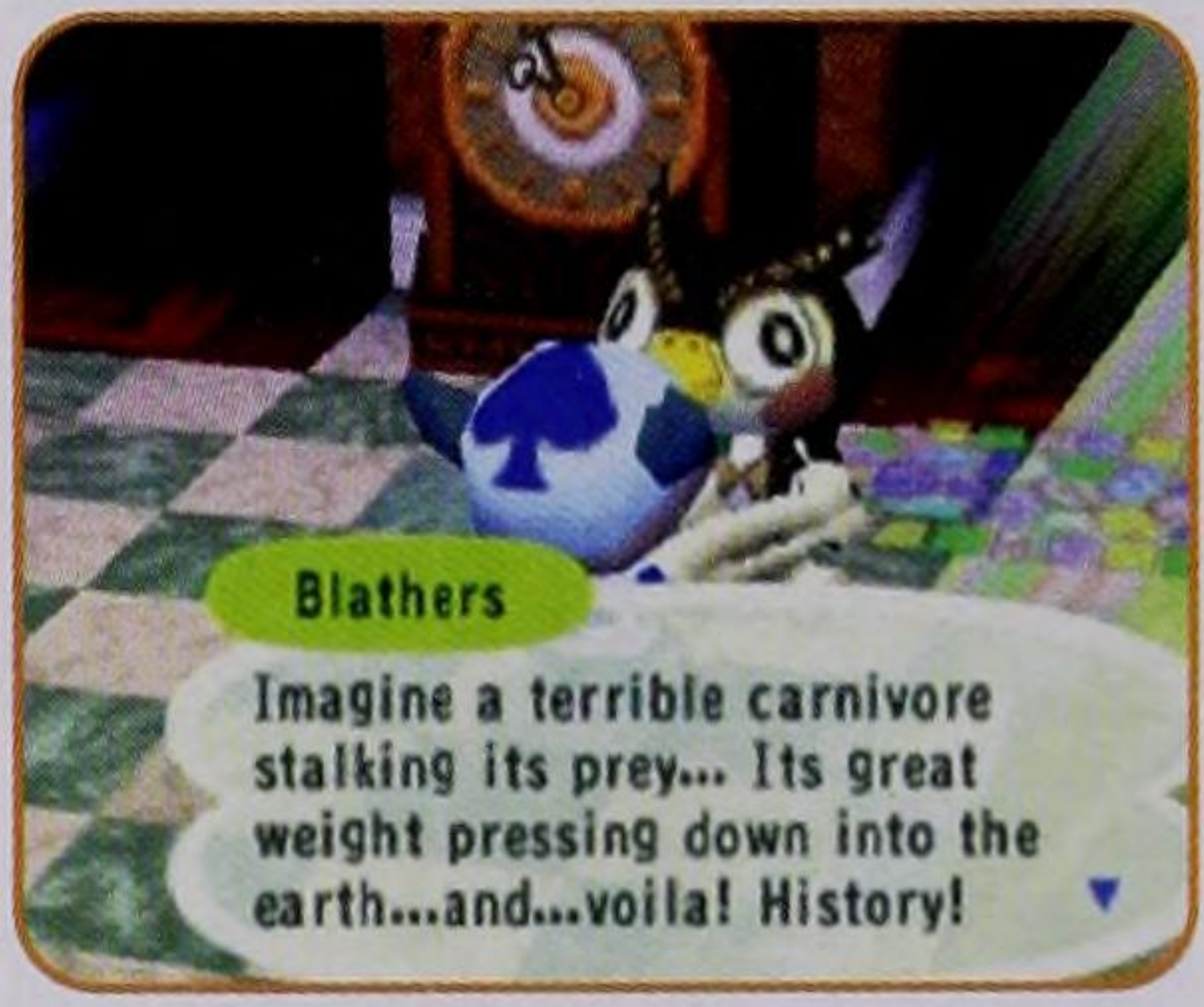
Don't bother Blathers with a dirty old Fossil that he can't identify. He tells you that the Farway Museum (a large museum that you never see) can wash and check the Fossil.



Blathers

Once you receive it, you'll be able to correspond with the Farway Museum. And won't that be nice, eh wot?

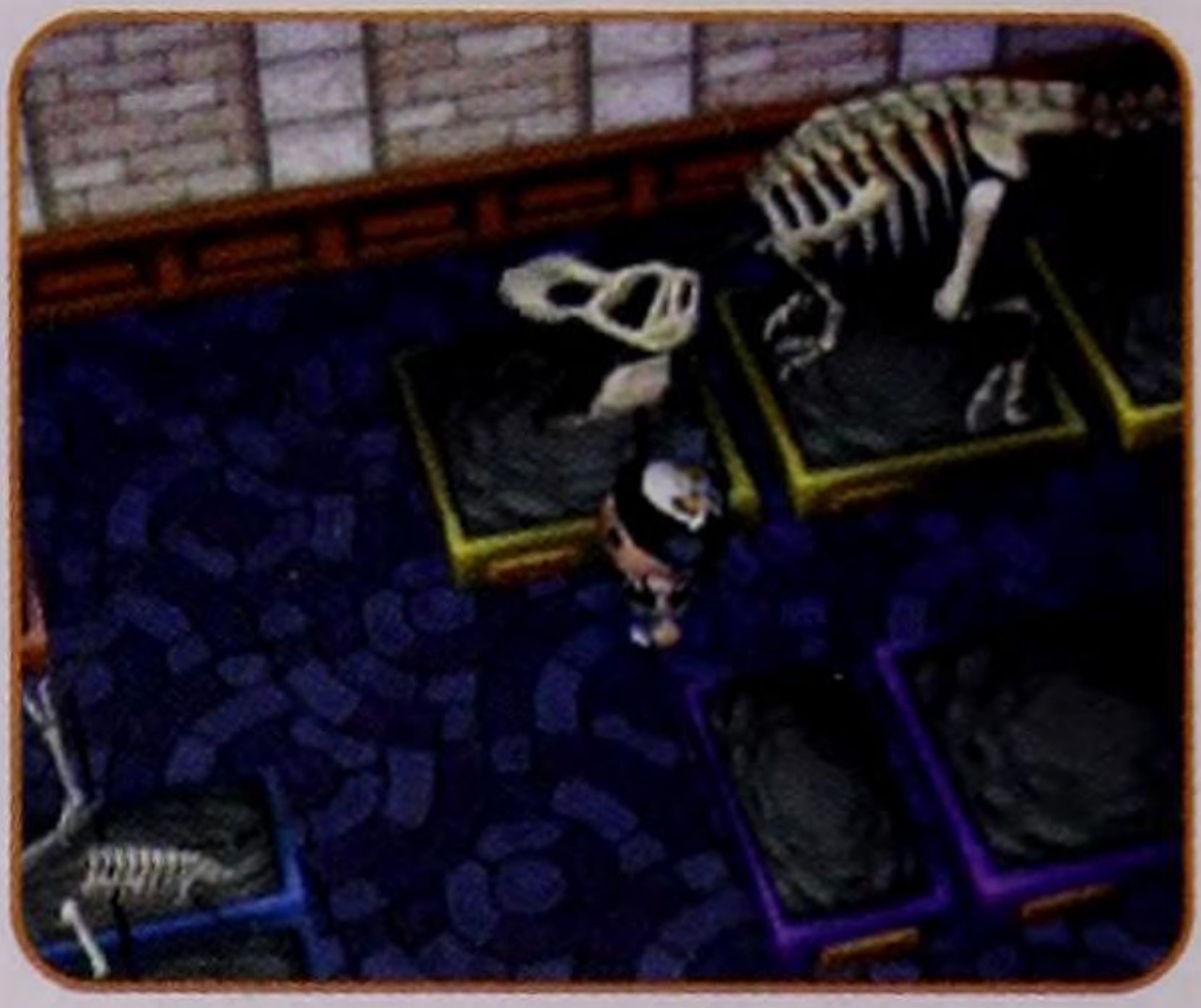
So, write a letter to the Farway Museum, drop the Fossil in as a present, and take it to the Post Office. A day later, the Museum writes back, letting you know what type of Fossil you found.



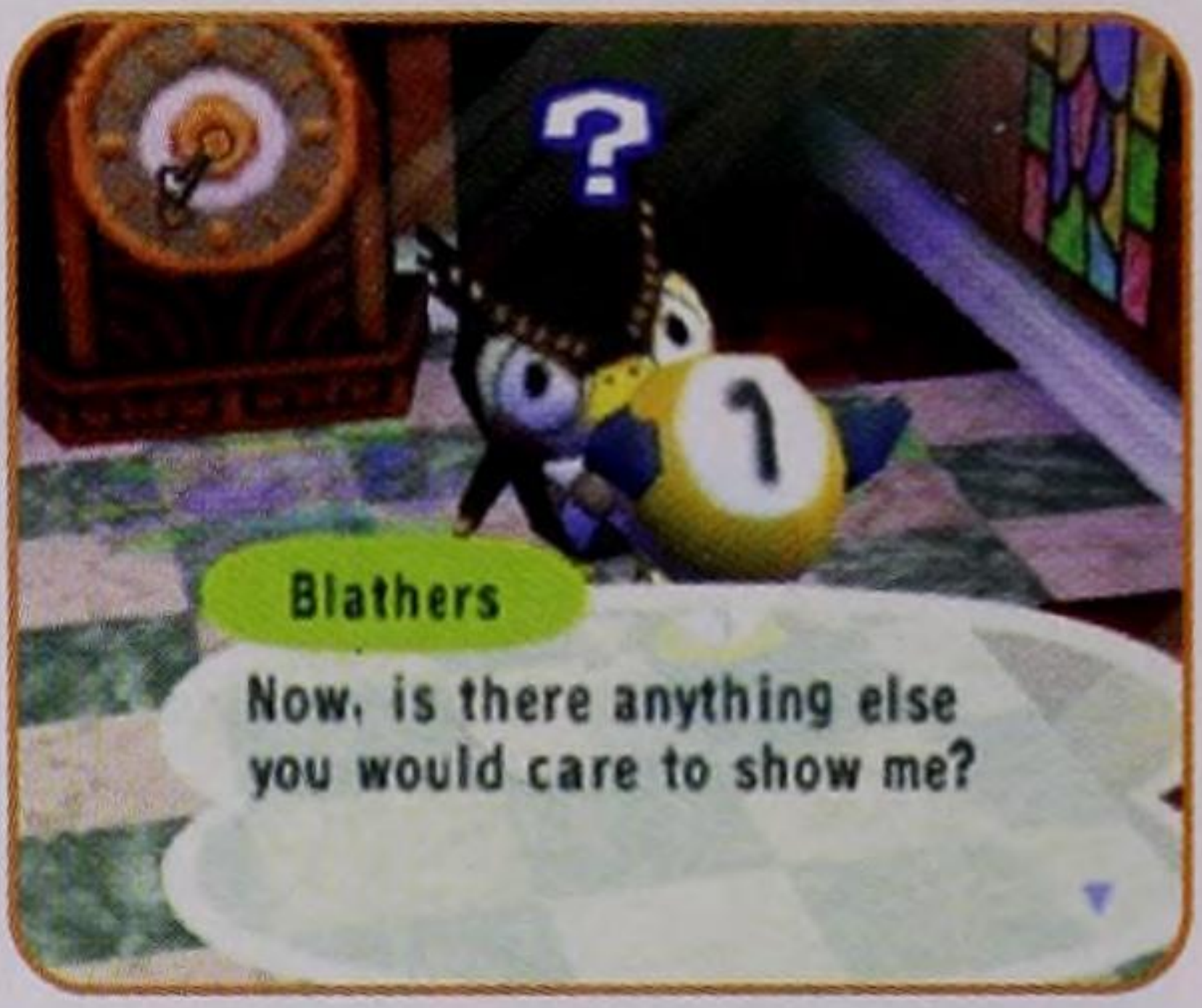
Blathers

Imagine a terrible carnivore stalking its prey... Its great weight pressing down into the earth...and...voila! History!

Then give the Fossil to Blathers, who will coo with excitement at the find and tell you all about it. Note that some Fossil skeletons, such as the mighty T-Rex, have more than one part.



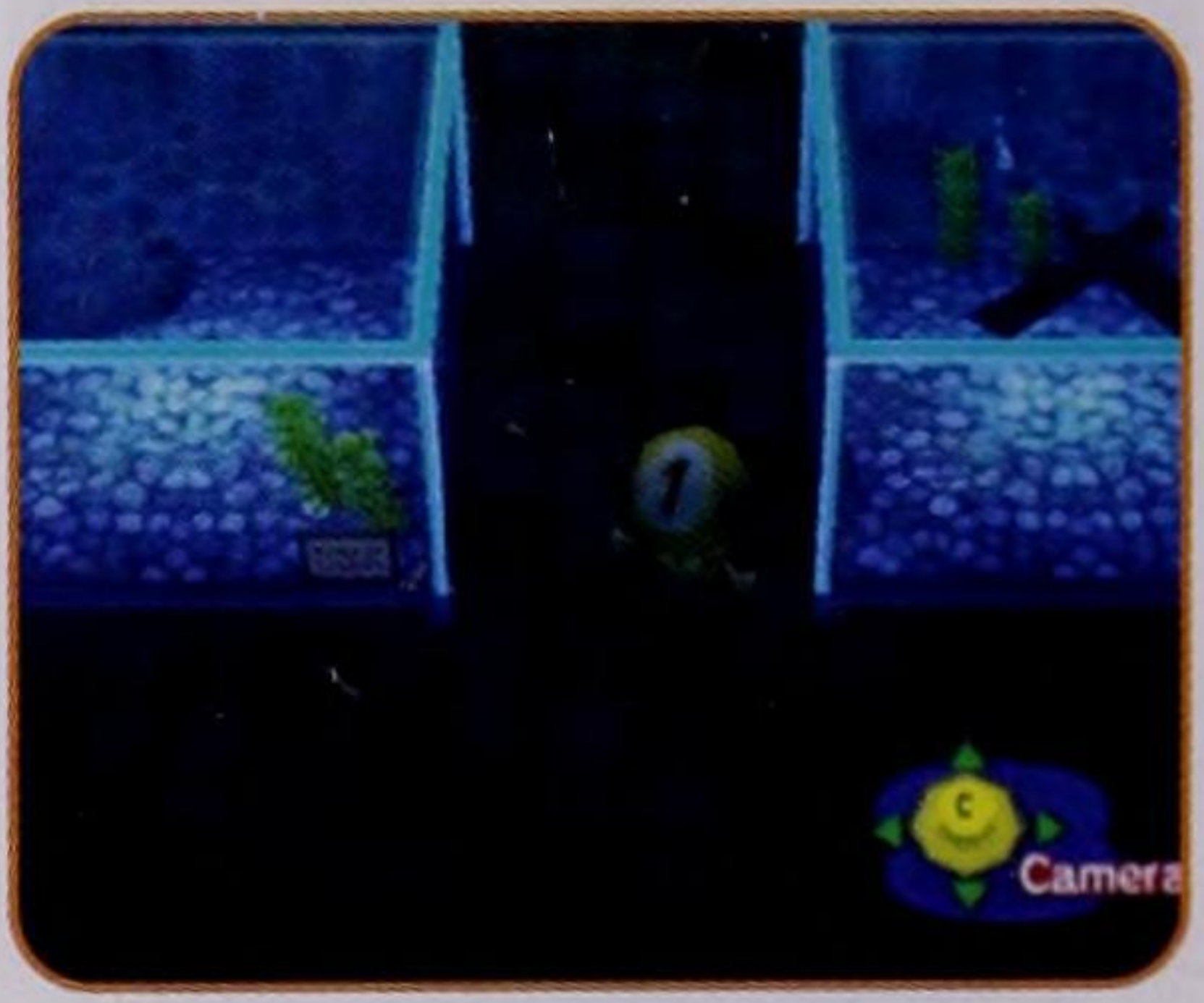
The sign next to each Fossil shows who donated it (you, other players in town, or out-of-town friends), and what type of Fossil it is.



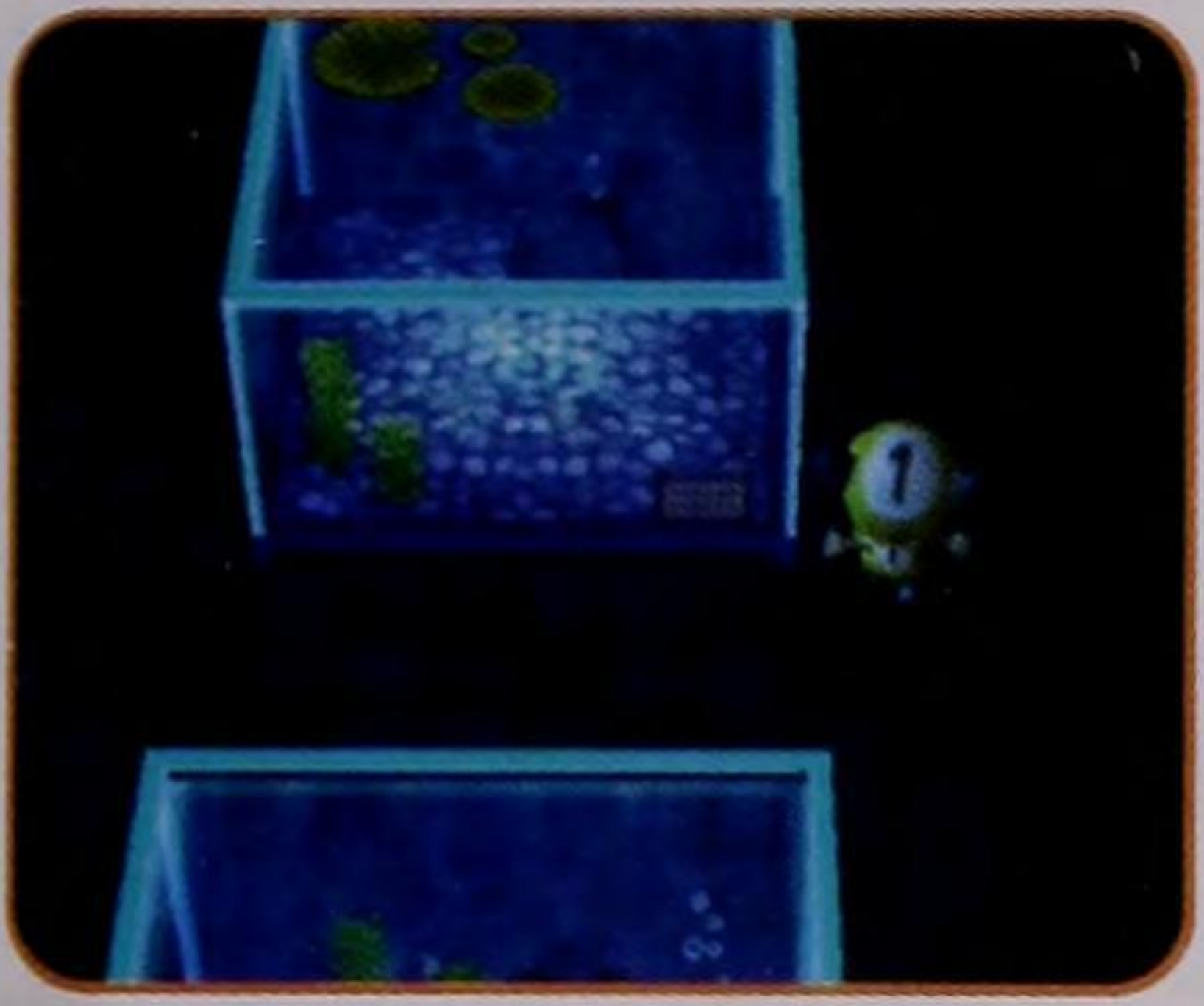
Blathers

Now, is there anything else you would care to show me?

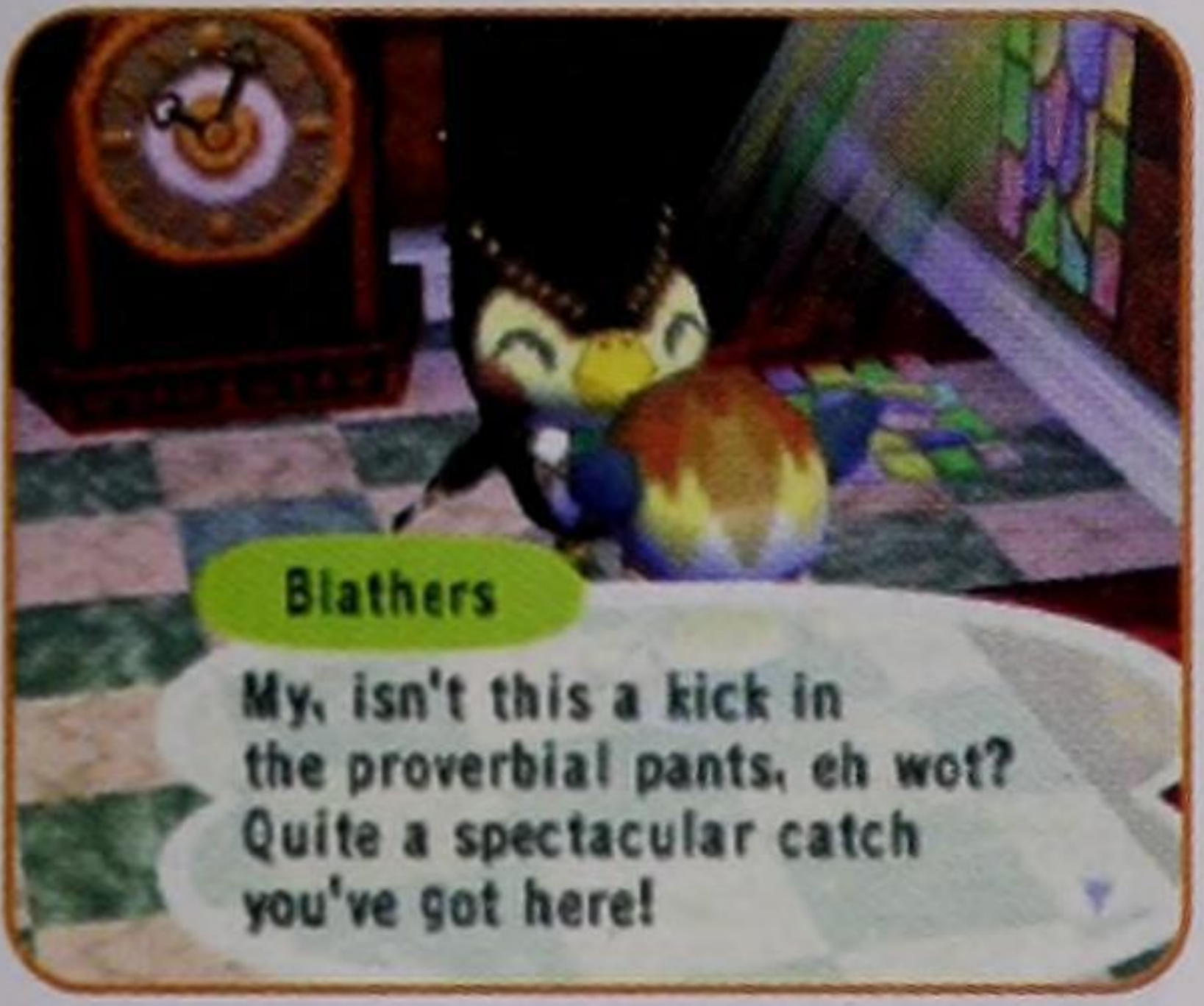
If you bring Blathers a duplicate Fossil, he refuses it politely. Now it's yours to keep in your house, sell, give it to a friend, or even throw it away.



Once you've finished exploring the Fossil room, check out the aquarium to the right of where Blathers stands. Here are tanks full of water, waiting for you to fill them with Fish.



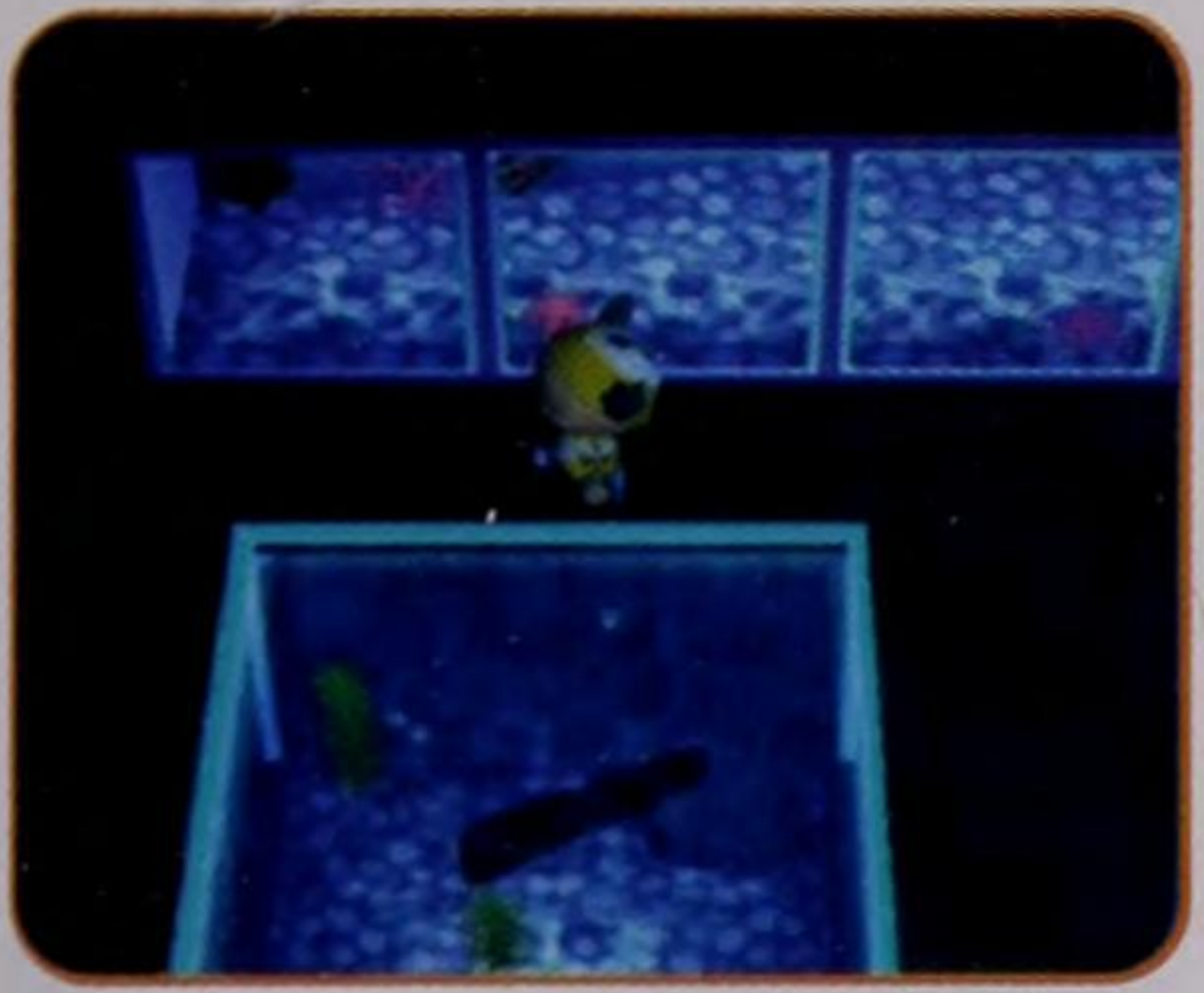
You catch Fish in ponds, rivers, and the ocean. There are many types of Fish. Check your Fish chart in your inventory to see the total number available.



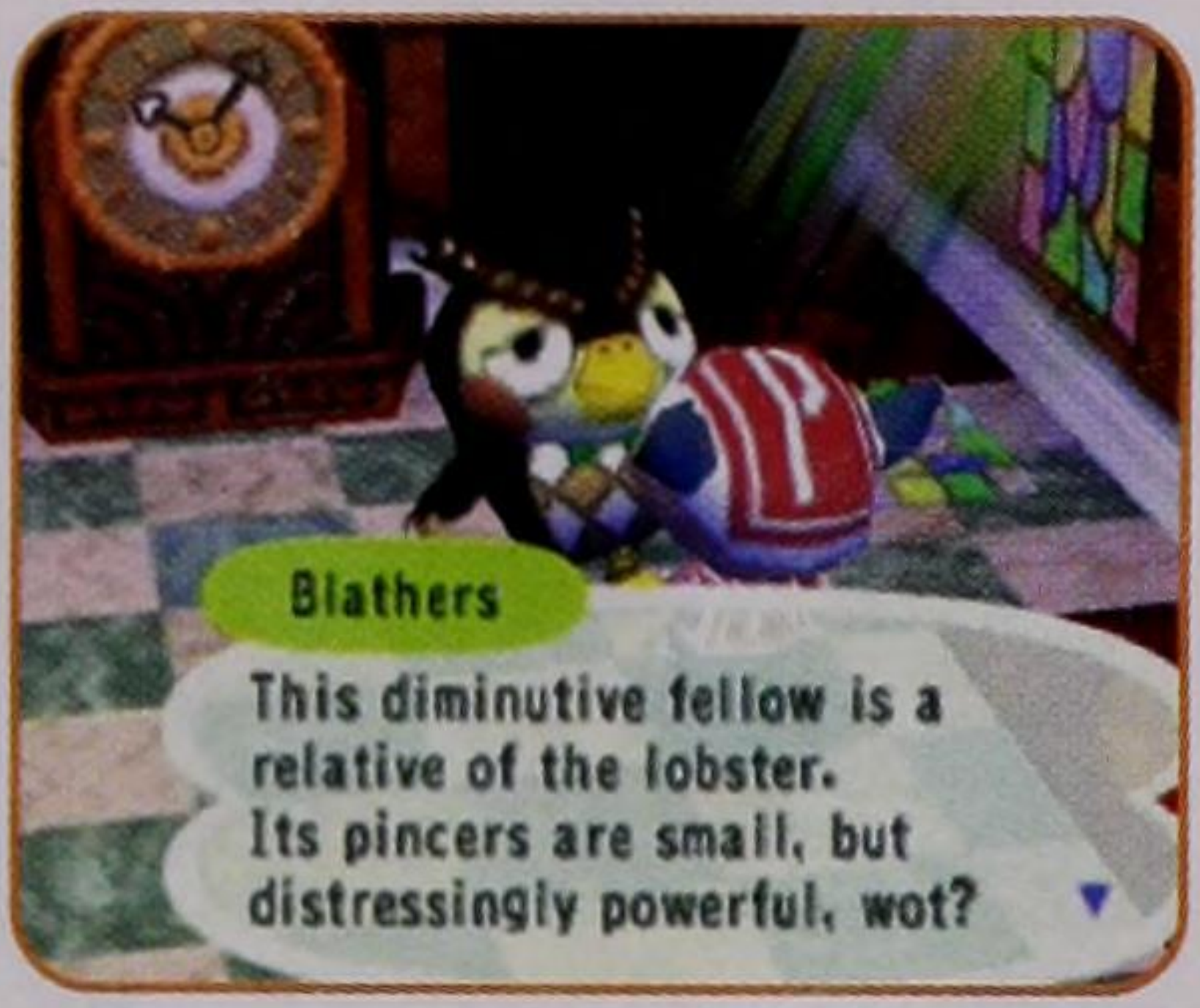
Blathers

My, isn't this a kick in the proverbial pants, eh wot? Quite a spectacular catch you've got here!

The first time you catch a new Fish, visit Blathers and donate it. He adds it to the aquarium, and thanks you.



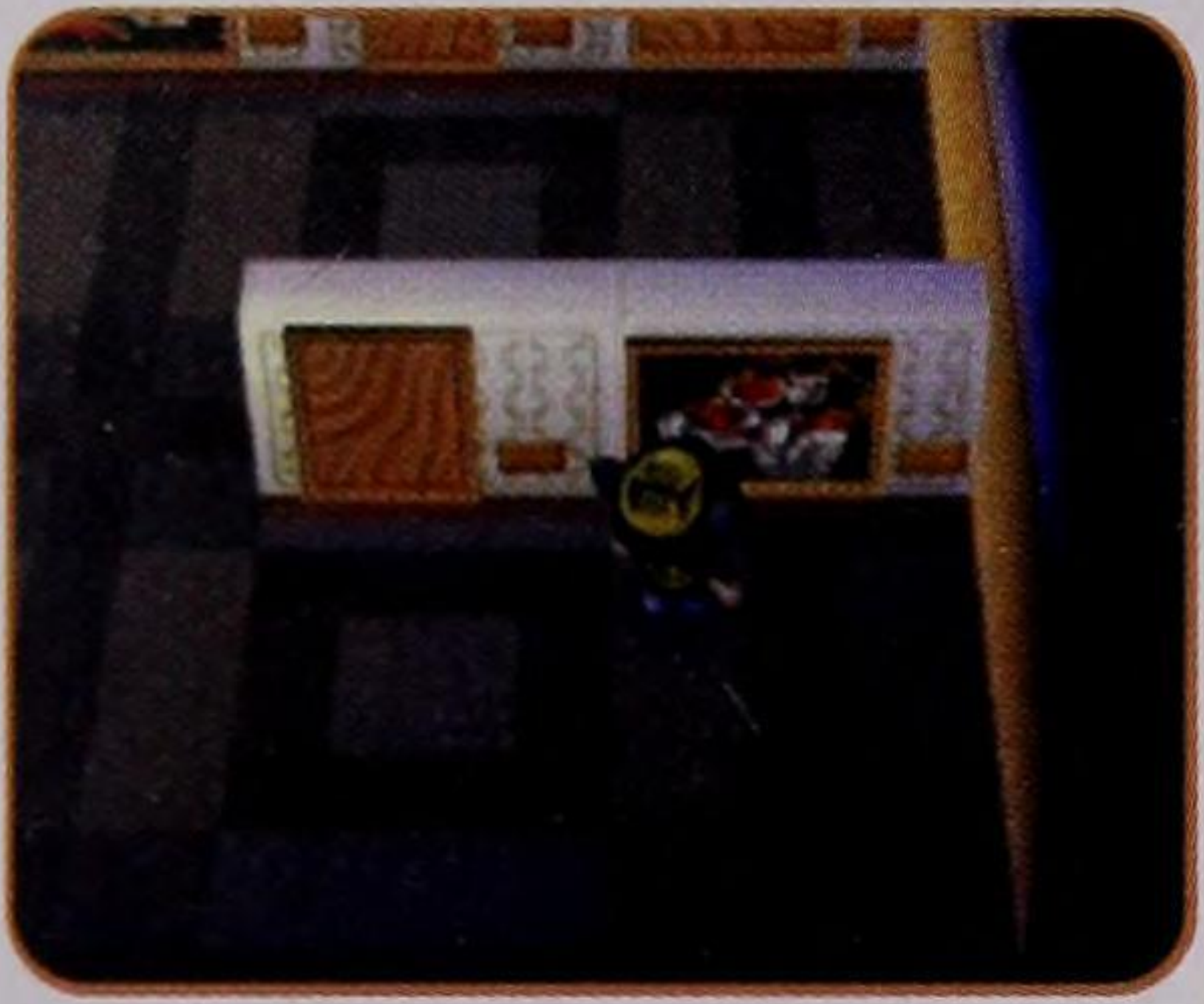
The sign next to each Fish shows who donated it (you, other players in town, or out-of-town friends) and what type of Fish it is.



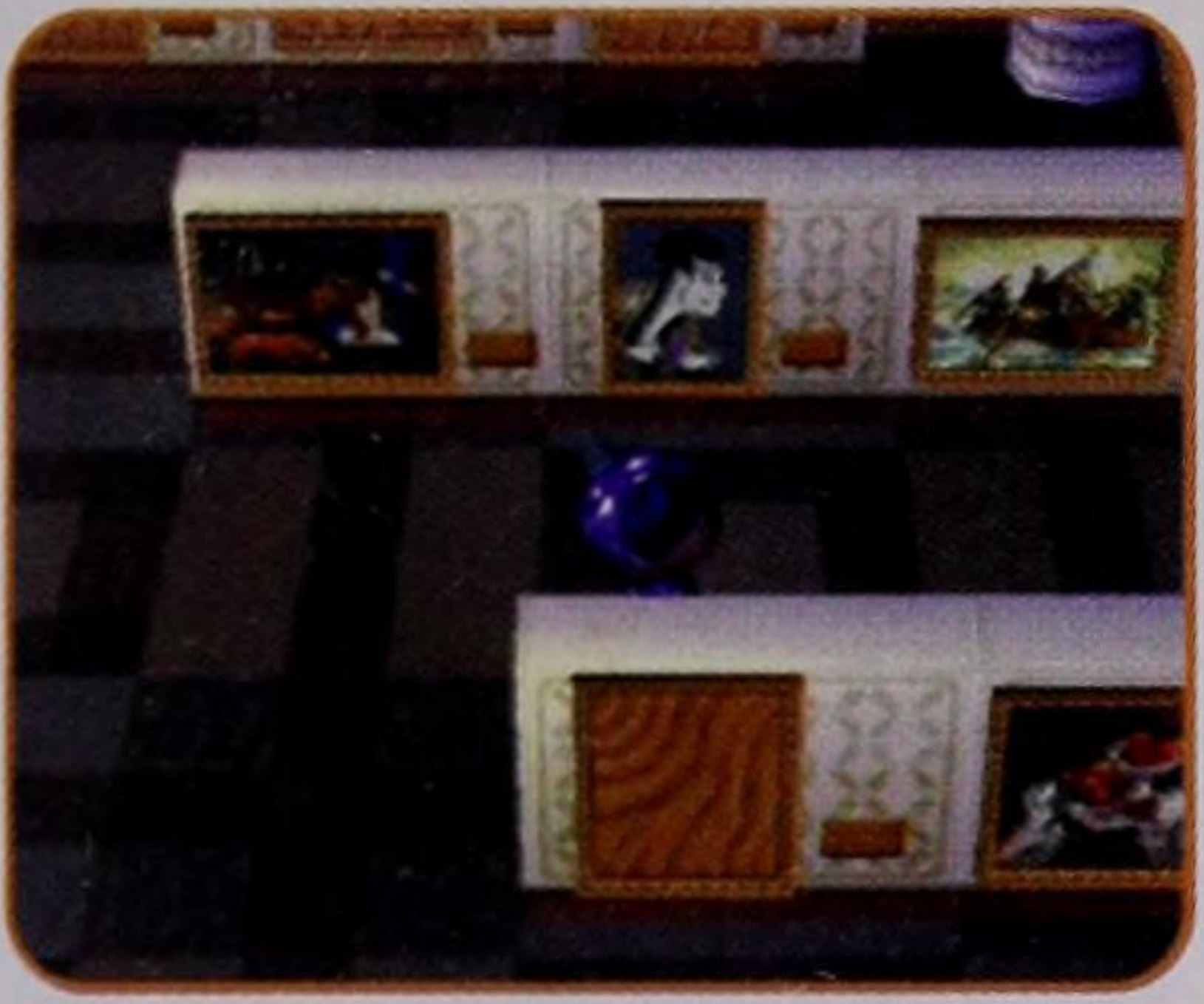
Blathers

This diminutive fellow is a relative of the lobster. Its pincers are small, but distressingly powerful, wot?

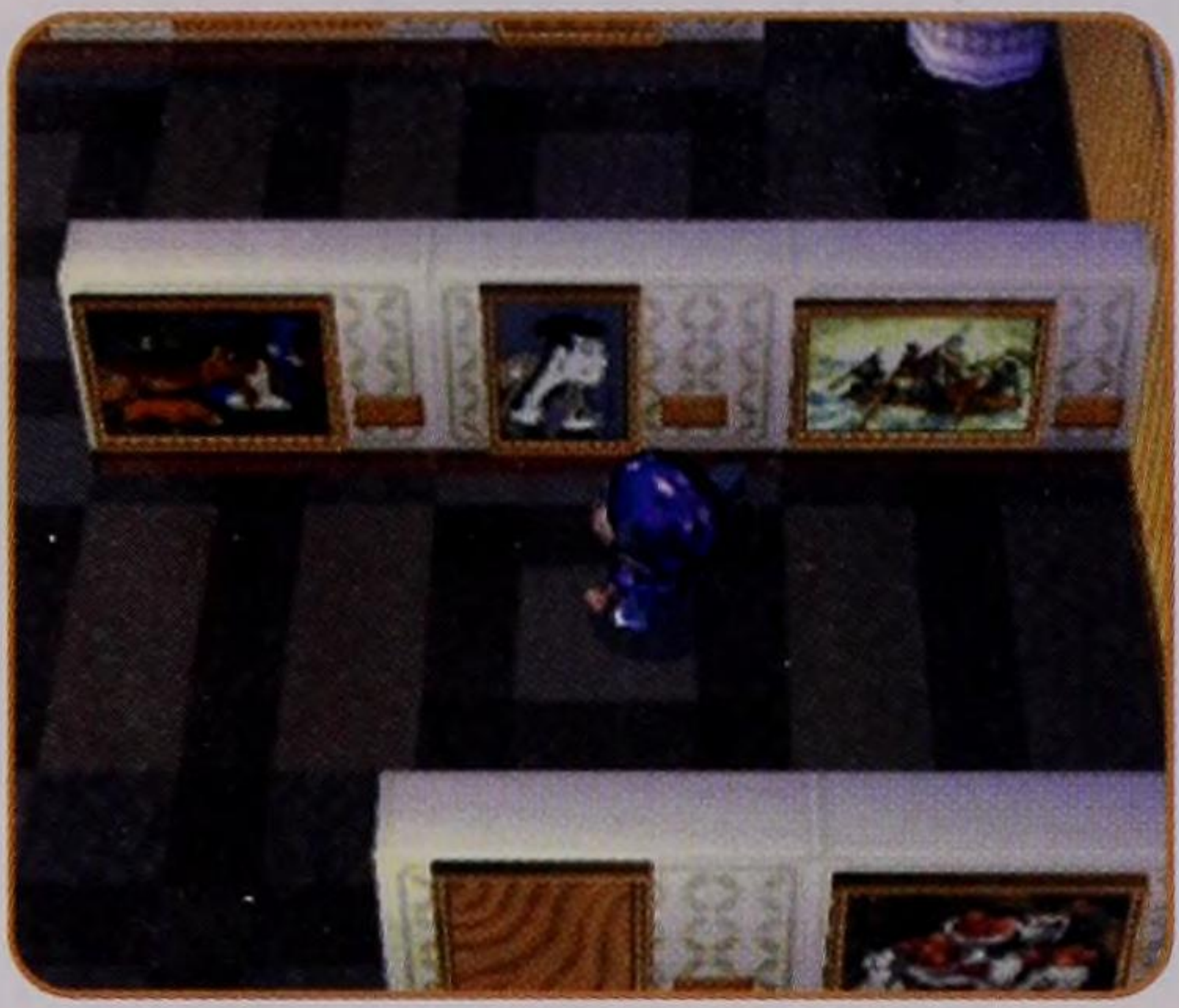
If you bring Blathers a duplicate Fish, Blathers refuses it politely. Now it's yours to keep in your house, sell, give to a friend, or even throw away.



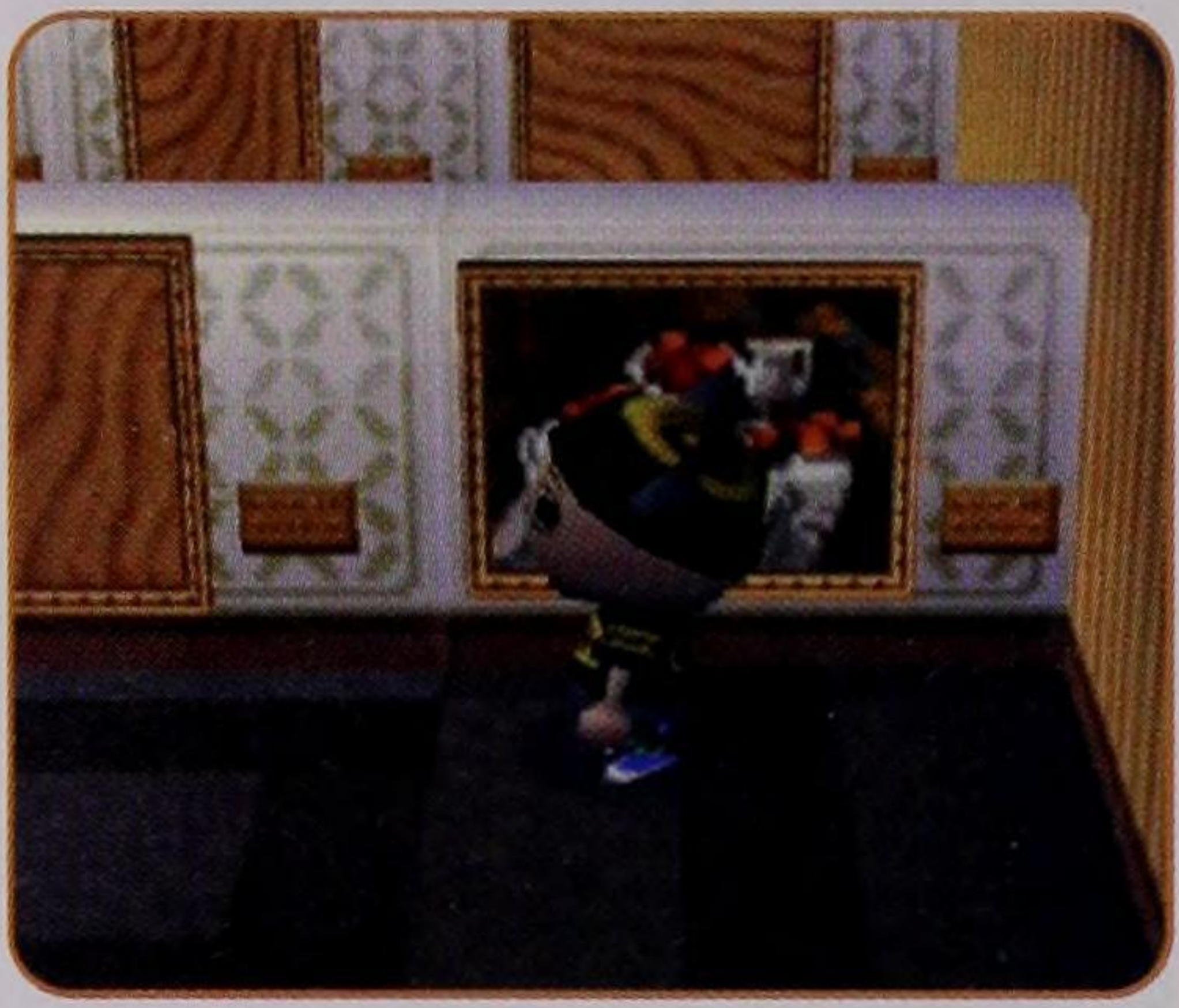
Enter the room behind and to the left of Blathers to find an art gallery. But where are all the Paintings? It's your job to find them.



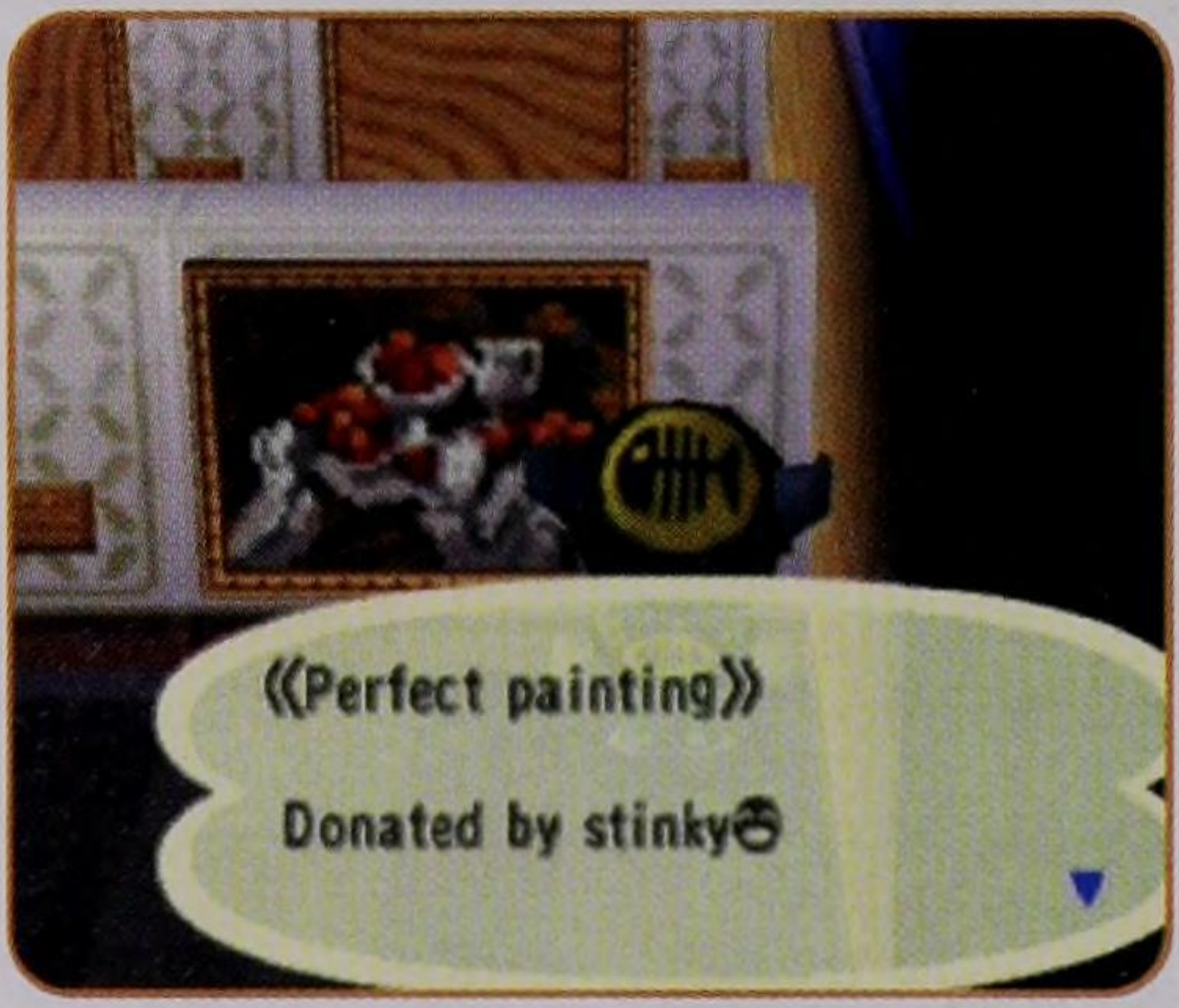
Paintings are harder to find. Look in the Police Station, after digging up a crack, or even in the Town Dump. Tom Nook also sells Paintings sometimes.



When you get a Painting, take it directly to Blathers so he can add it to his collection. This way everyone in town benefits.



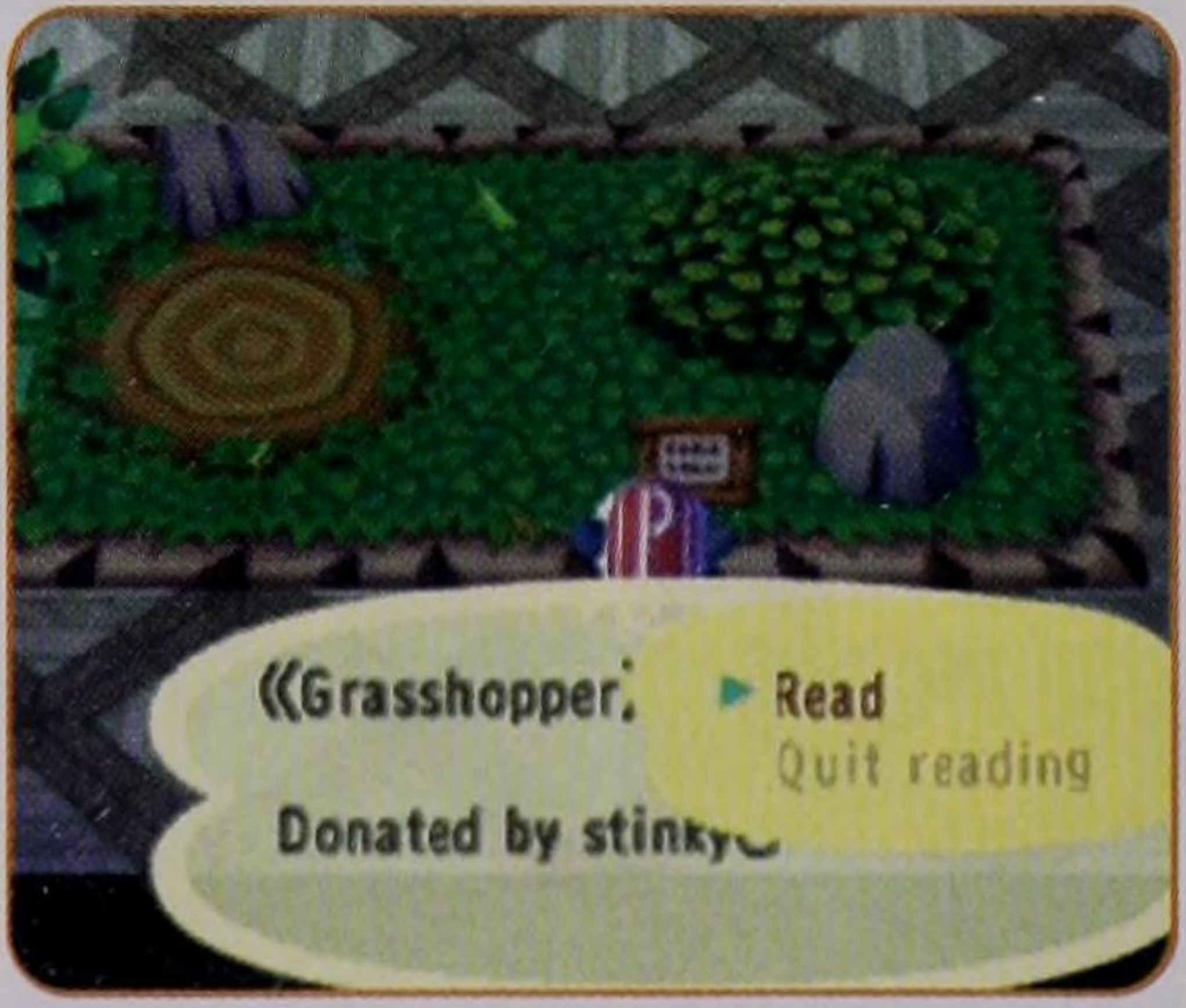
The sign next to each Painting shows who donated it (you, other players in town, or out-of-town friends) and the Painting's name.



《Perfect painting》

Donated by stinky☺

If you bring Blathers a duplicate Painting (which isn't likely, because you can tell Paintings apart), Blathers refuses it politely. Now it's yours to keep in your house, sell, give to a friend, or even throw away.

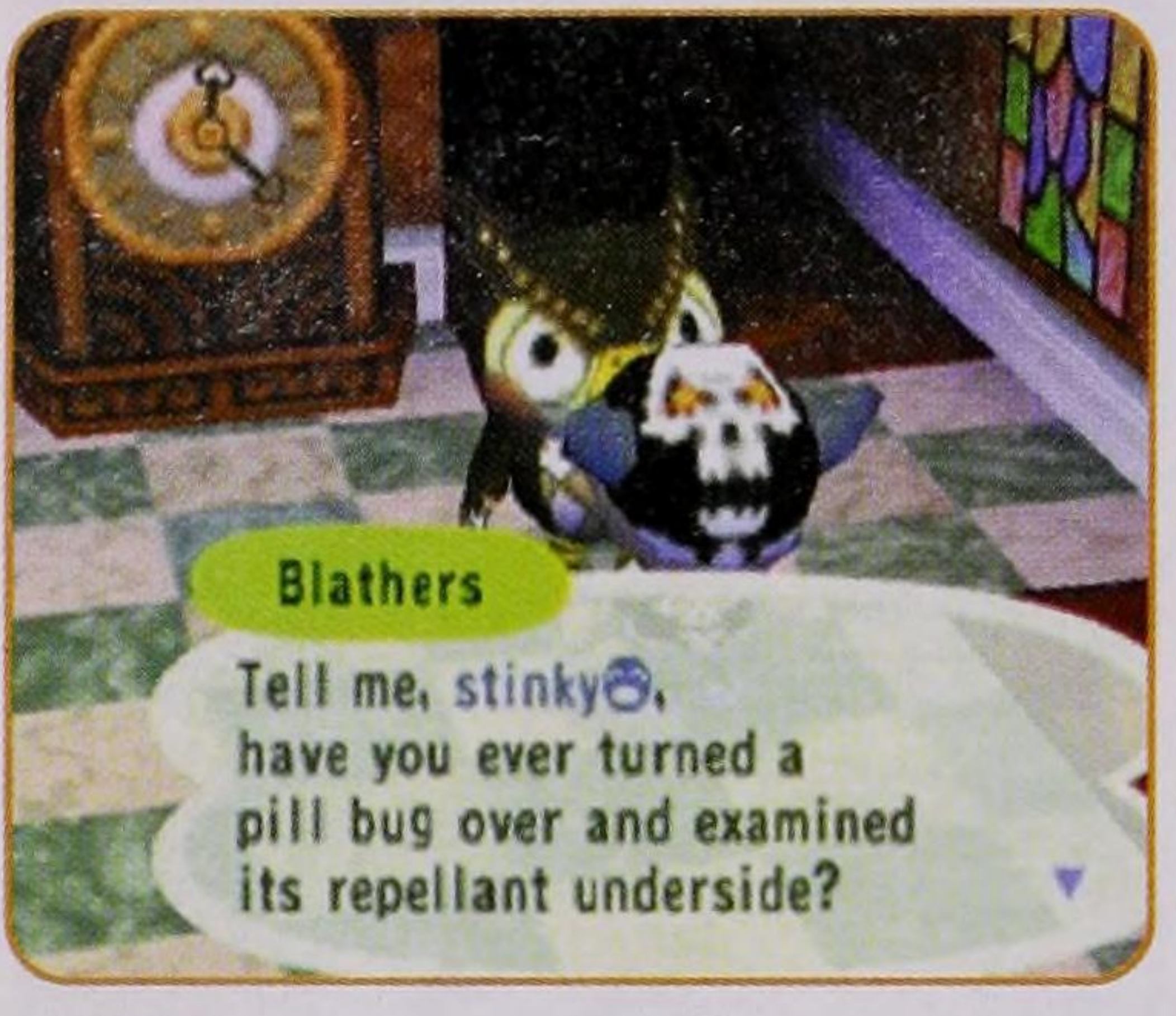


《Grasshopper

Donated by stinky

Finally, what would a Museum be without an extensive bug collection? This Museum has an Insect room, with grass and branches for creepy crawlies to go wild in, but no Insects to look at.

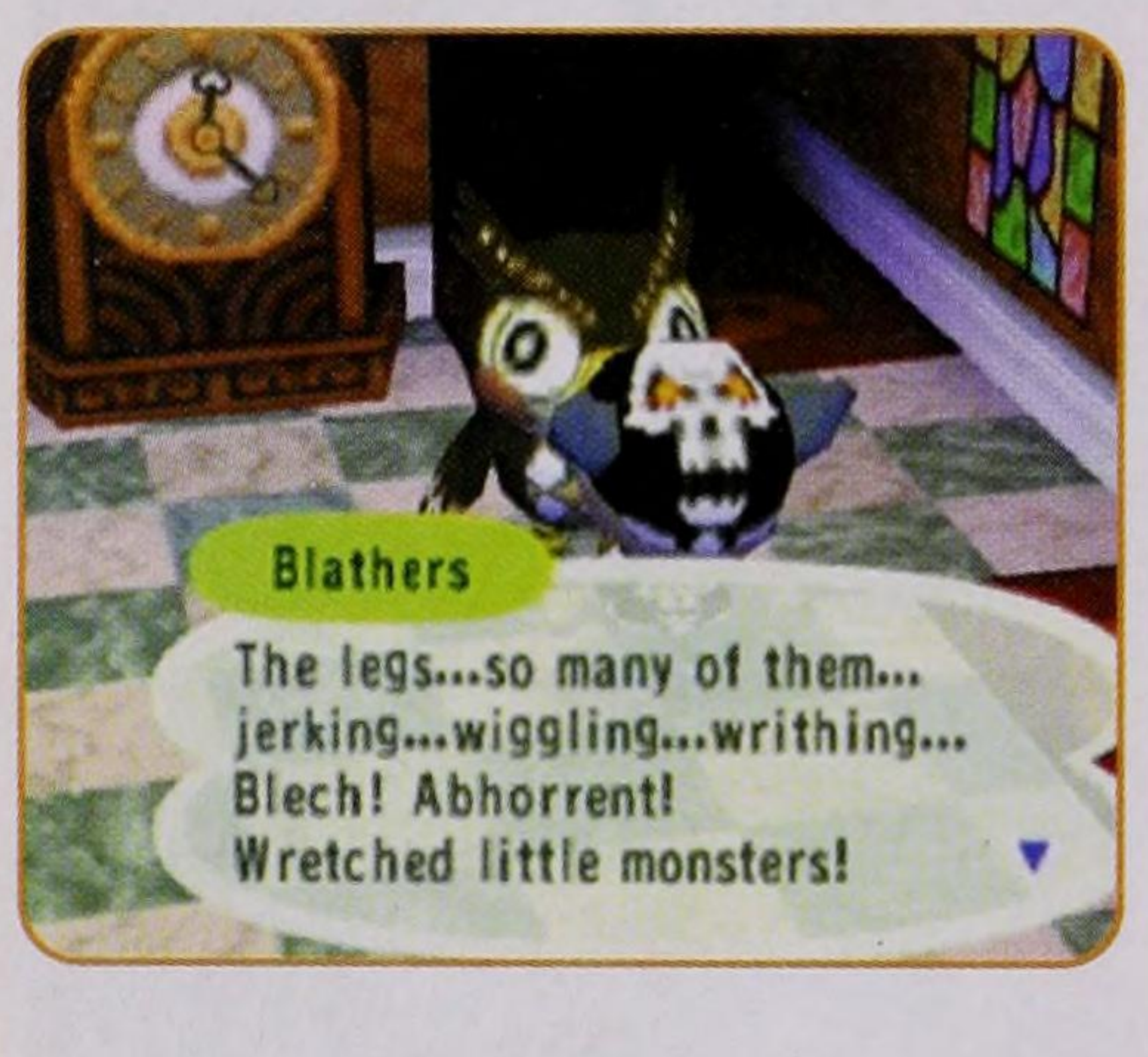
Catch Insects with the help of your trusty Net. To find Insects, shake a tree, hit a rock with an Axe, or look carefully at a flower or plant. Most Insects are more active during the warmer months.



Blathers

Tell me, stinky☺, have you ever turned a pill bug over and examined its repellant underside?

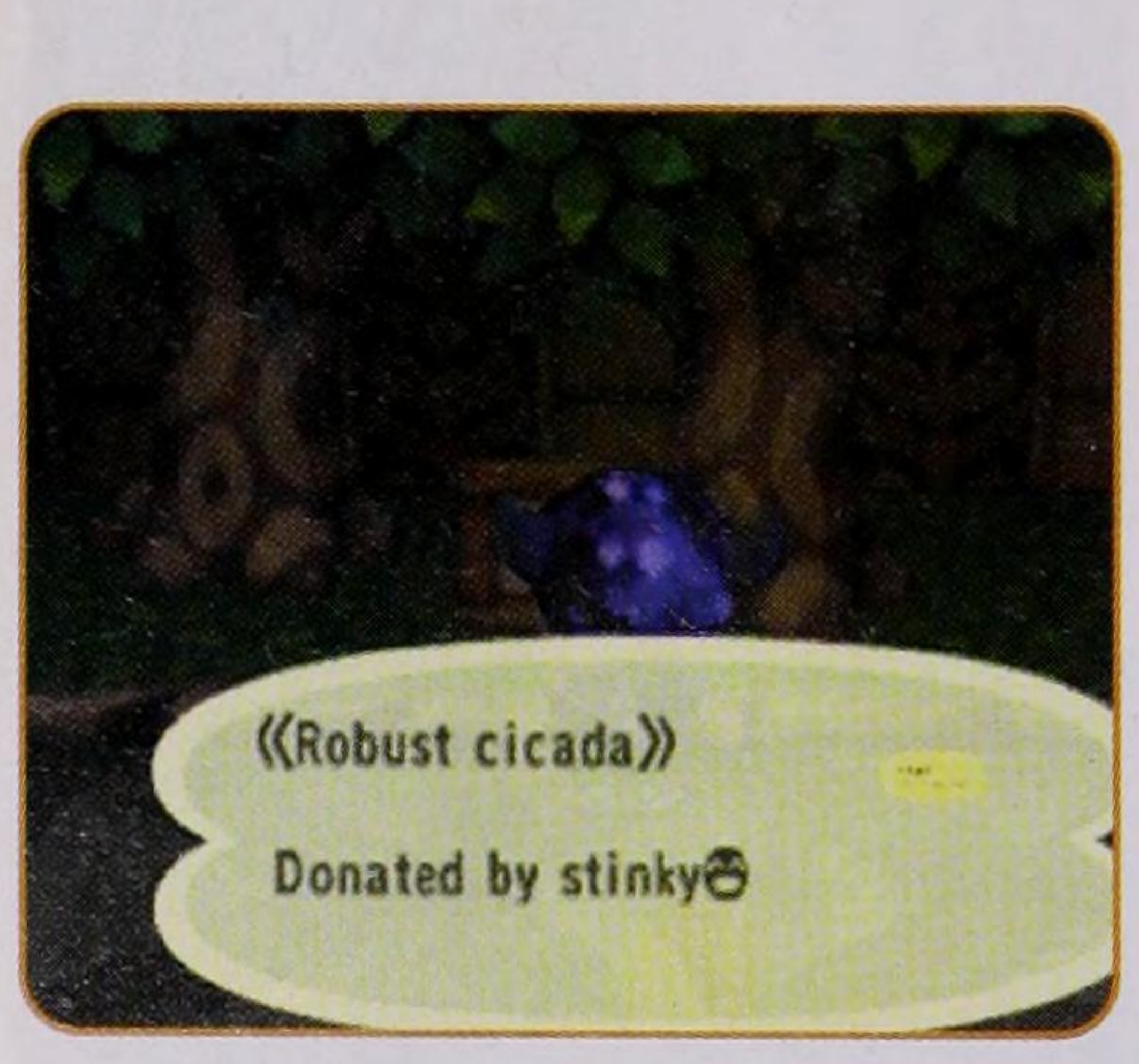
If you're a keen bug hunter, there's no better place to capture the bigger and wilder Insects than the Tropical Island. Here, you can spot lots of varieties to bring back to Blathers.



Blathers

The legs...so many of them... jerking...wiggling...writhing... Blech! Abhorrent! Wretched little monsters!

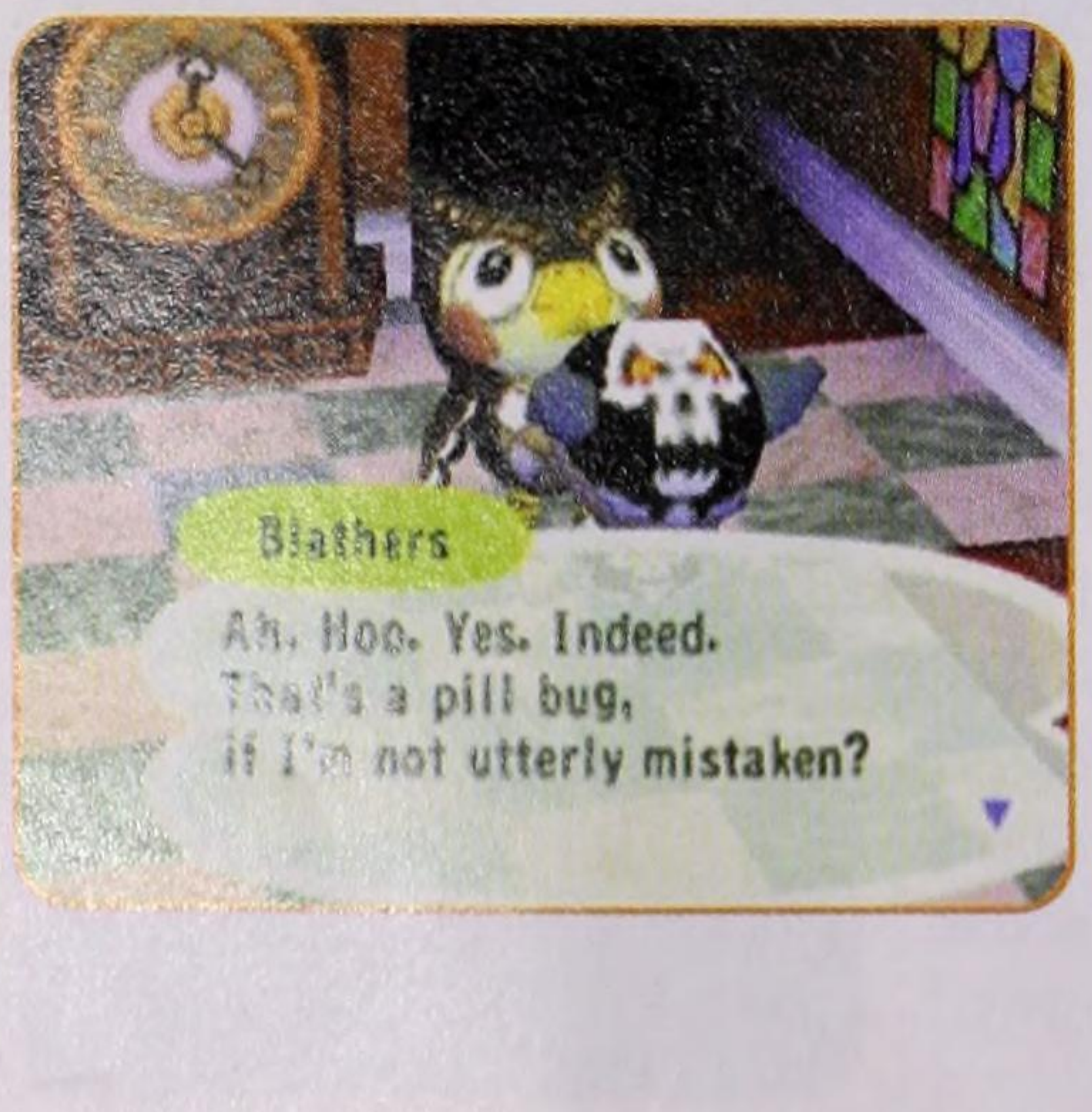
For an owl, Blathers is remarkably squeamish about a little bug in a cage. Even if you bring him a specimen he hasn't seen before, he's not too happy—but he still adds it to the Museum's collection.



《Robust cicada》

Donated by stinky☺

The sign next to each bug enclosure shows who donated it (you, other players in town, or out-of-town friends), and the Insect's name.



Blathers

Ah. Hoo. Yes. Indeed. That's a pill bug, if I'm not utterly mistaken?

If you bring Blathers a duplicate (which usually happens, as these Insects are so tiny), Blathers refuses it squeamishly. Now it's yours to keep in your house, sell, give to a friend, or even throw away.

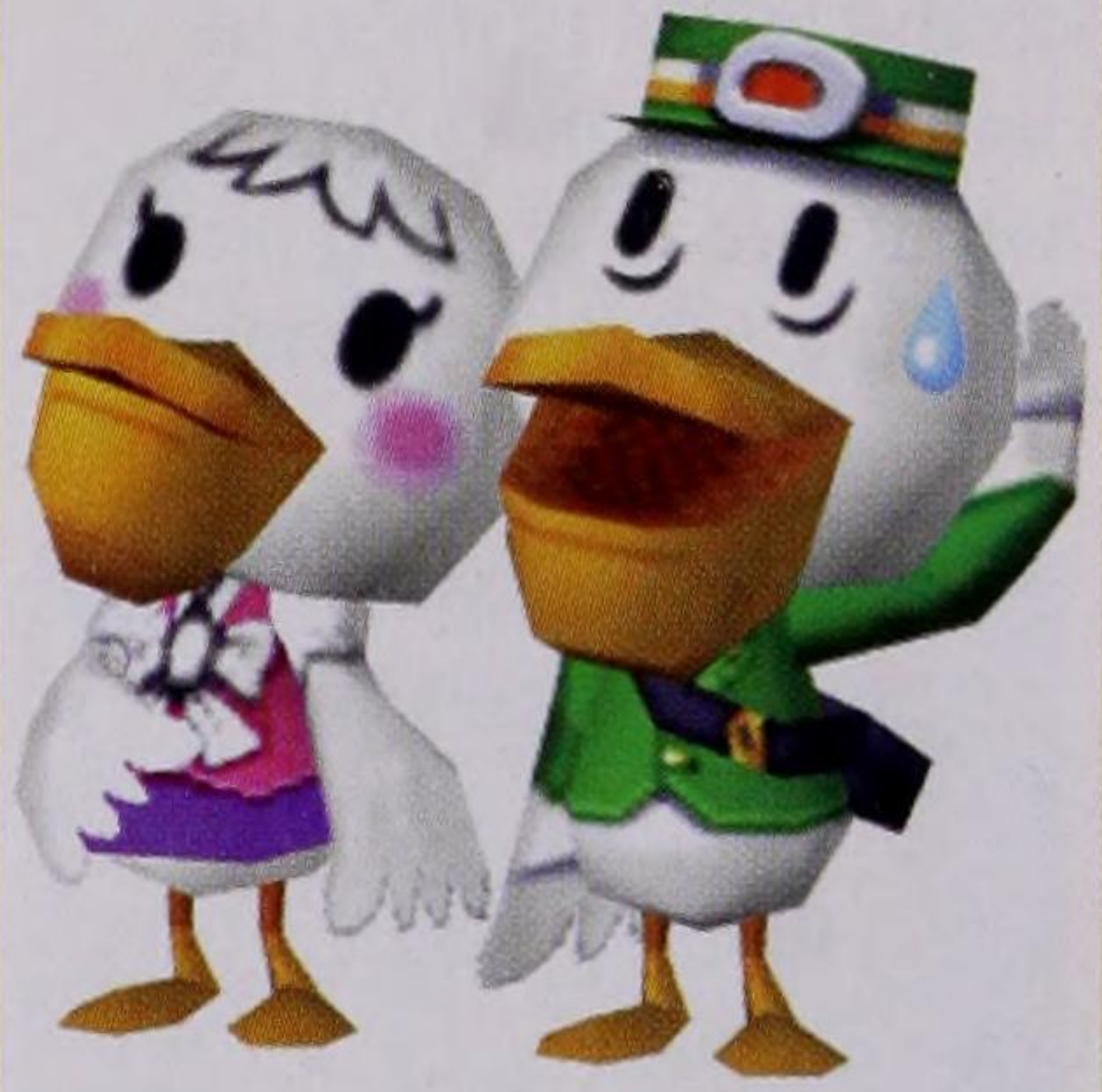
TIP

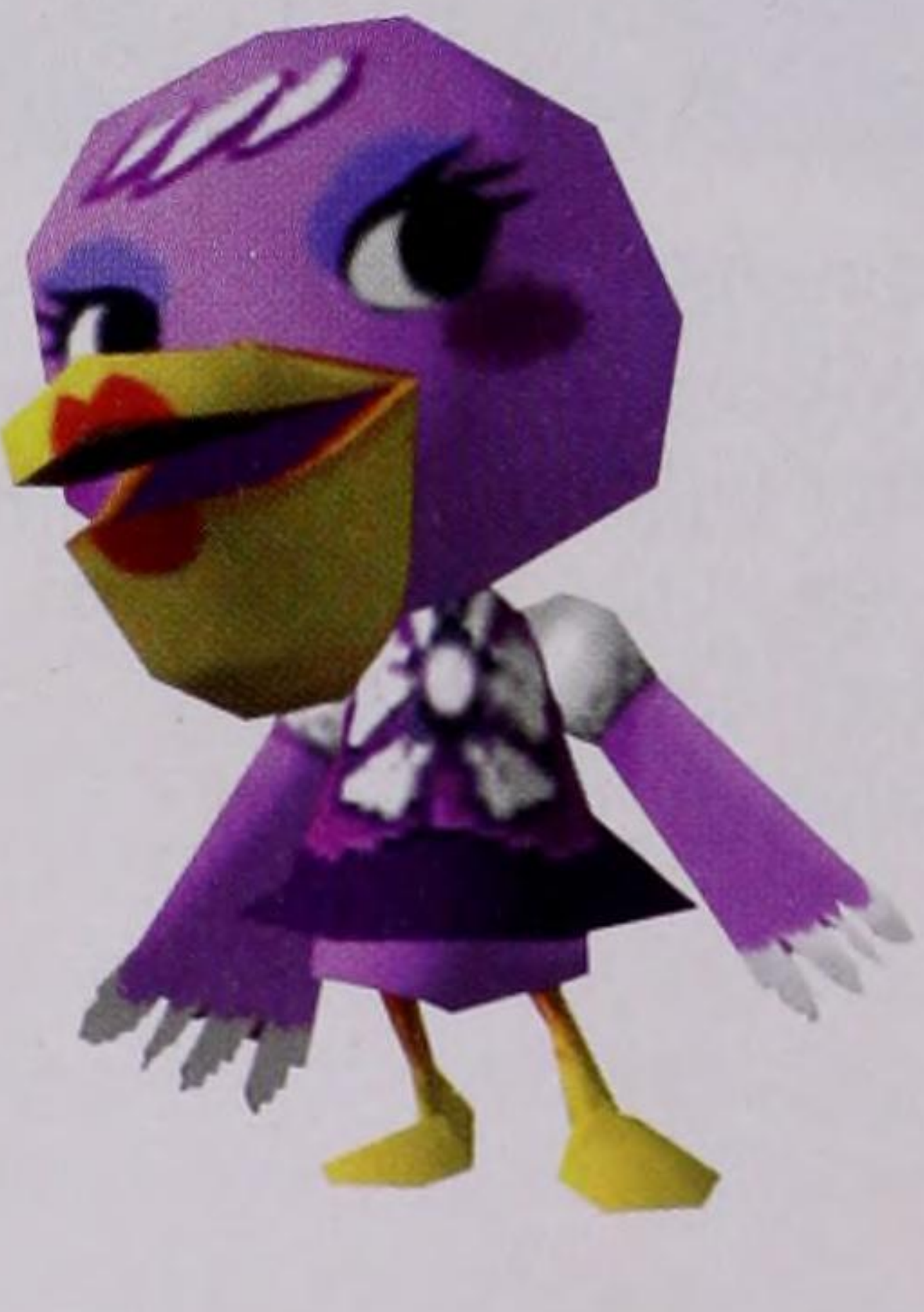
《Dinosaur track》

Donated by stinky☺

As well as using the strategies outlined above, locate Museum-specific objects at different times of year, by investigating the Tropical Island, by being lucky, and by looking for items in your friends' towns. Don't worry—they won't mind.

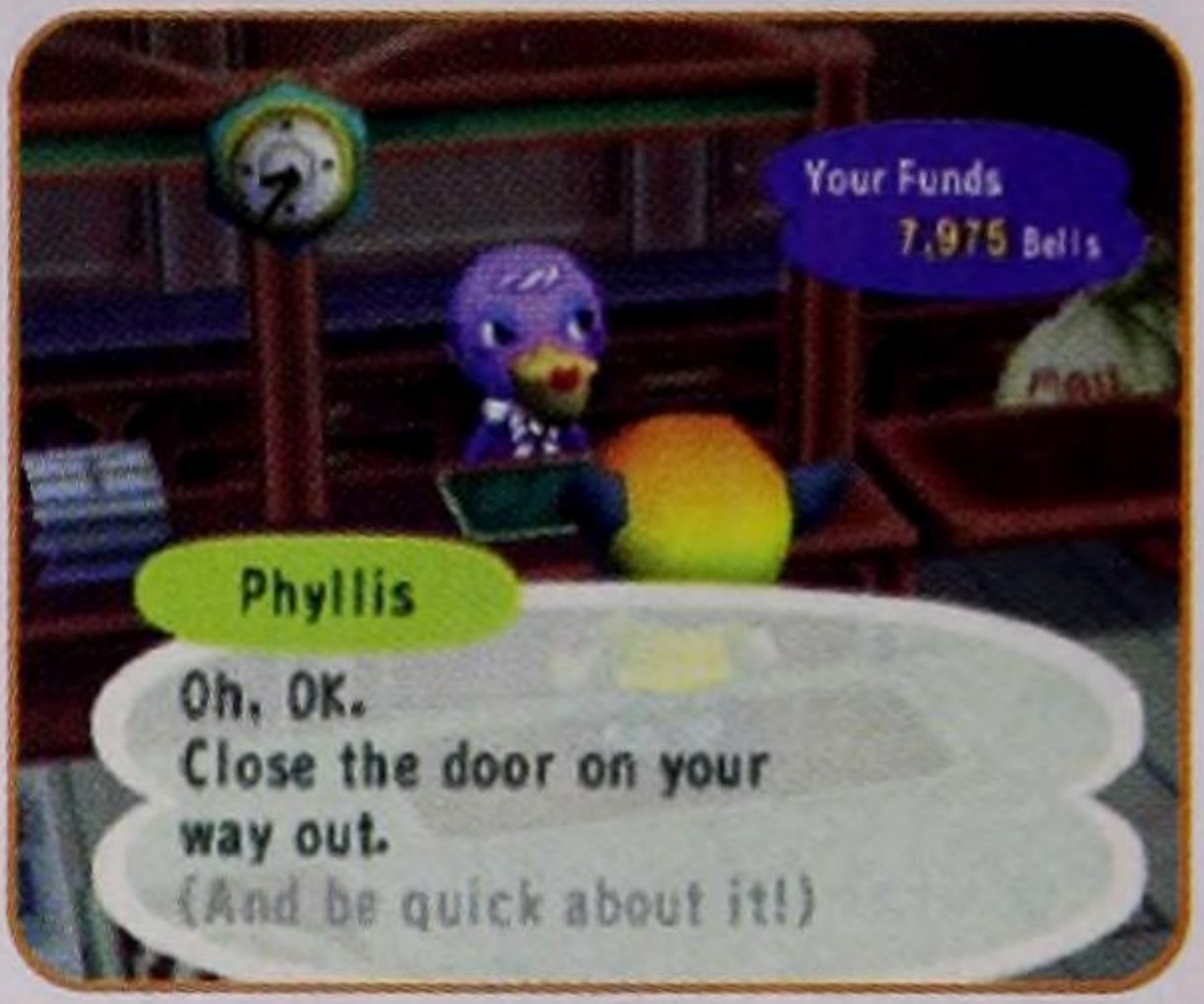
Post Office





POST OFFICE

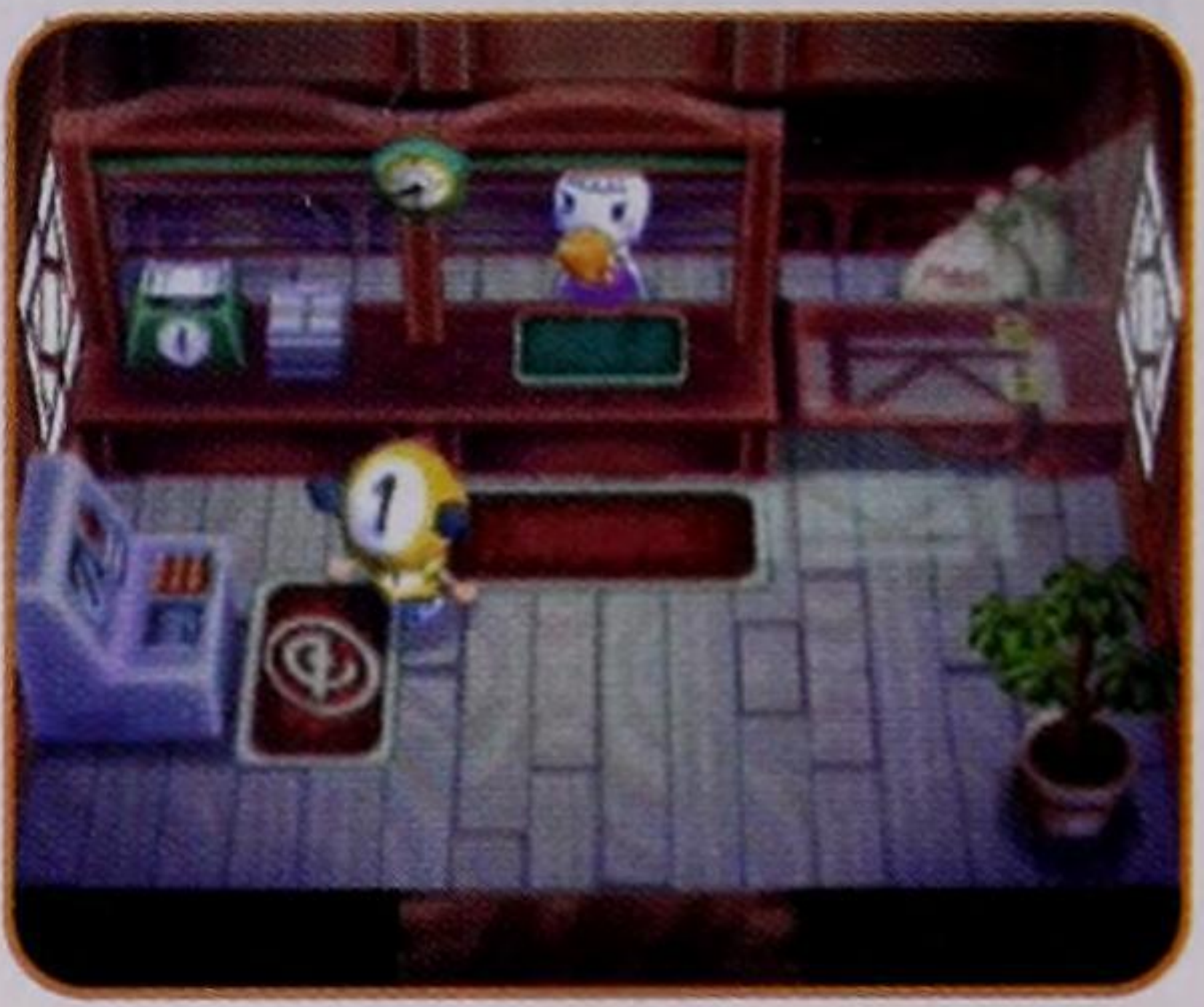
Pete and Pelly the pelicans, plus Phyllis (on the evenings) run the Post Office. Pete flies around delivering the mail, while Pelly works at the counter. Isn't she friendly? Pelly can help you with some tasks.



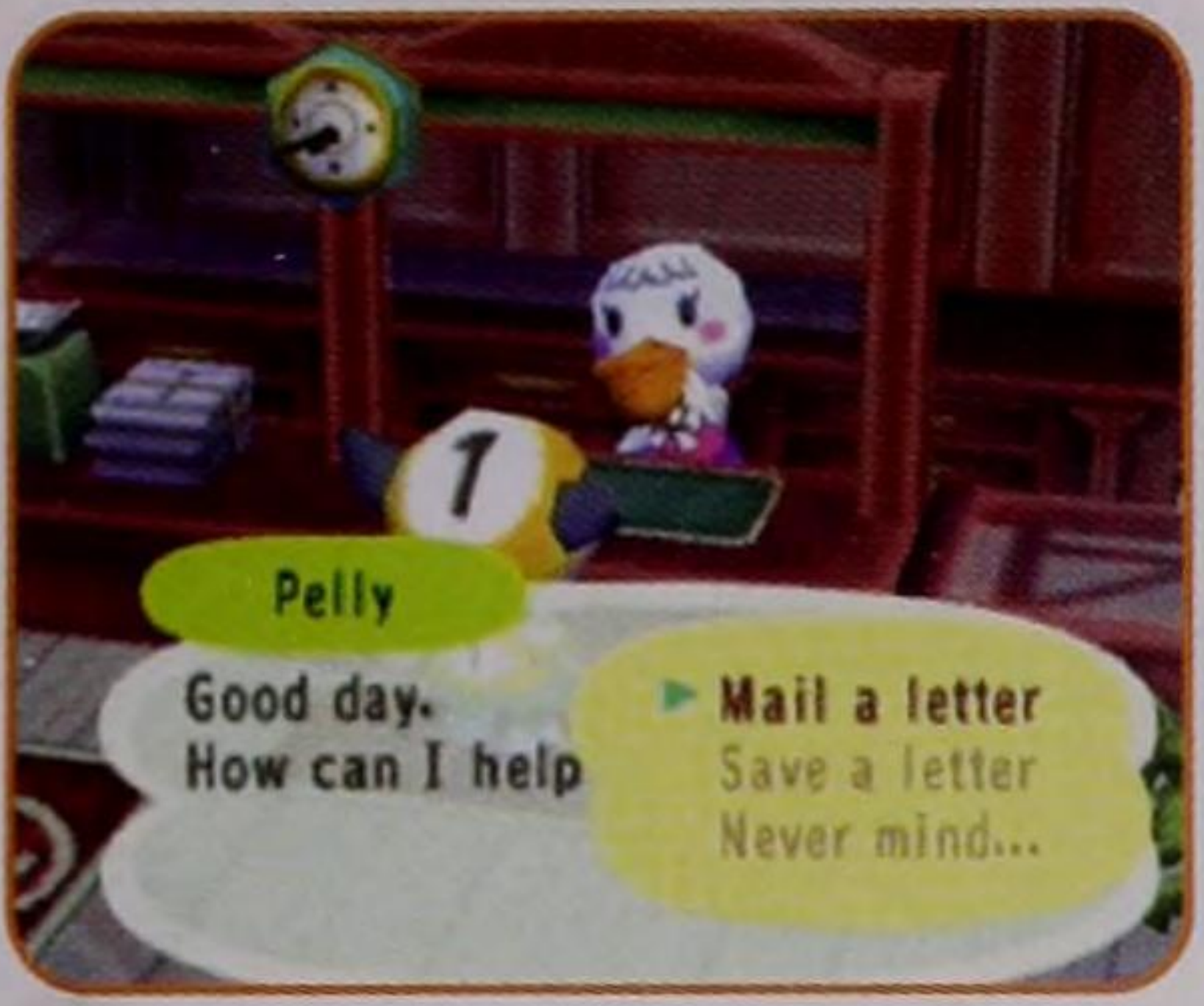
Phyllis

Oh, OK. Close the door on your way out. (And be quick about it!)

During the evenings, Phyllis fills in for Pelly, and she's not as friendly. If the lights are on and you're heading for the Post Office, watch out! Phyllis might be working, and she's a little sour.



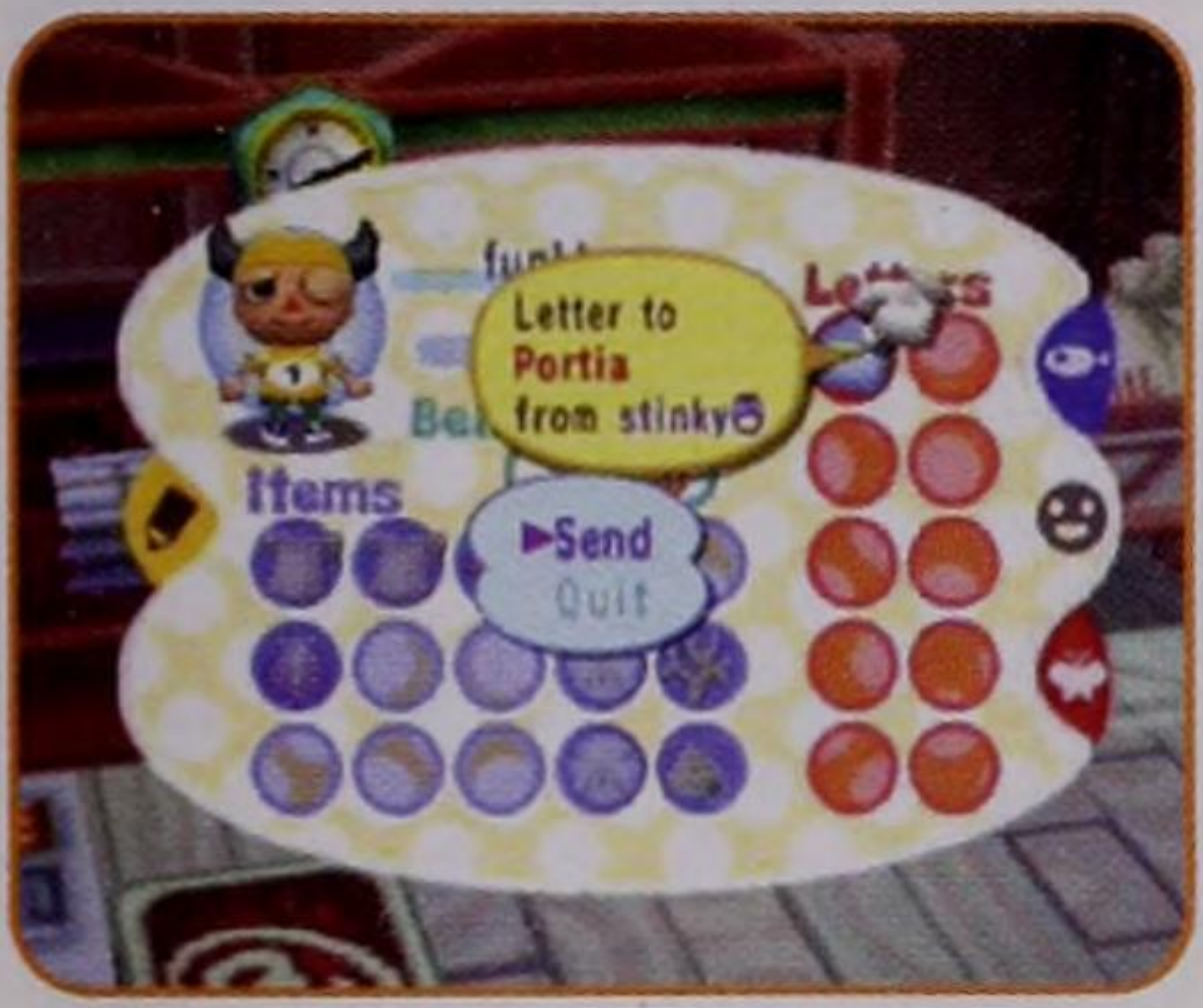
When you enter the Post Office, you can check out two areas. To your left is an e-Reader Transfer Machine. Ahead is Pelly (or Phyllis) waiting for your requests. Let's chat with Pelly first.



Pelly

Good day.
How can I help

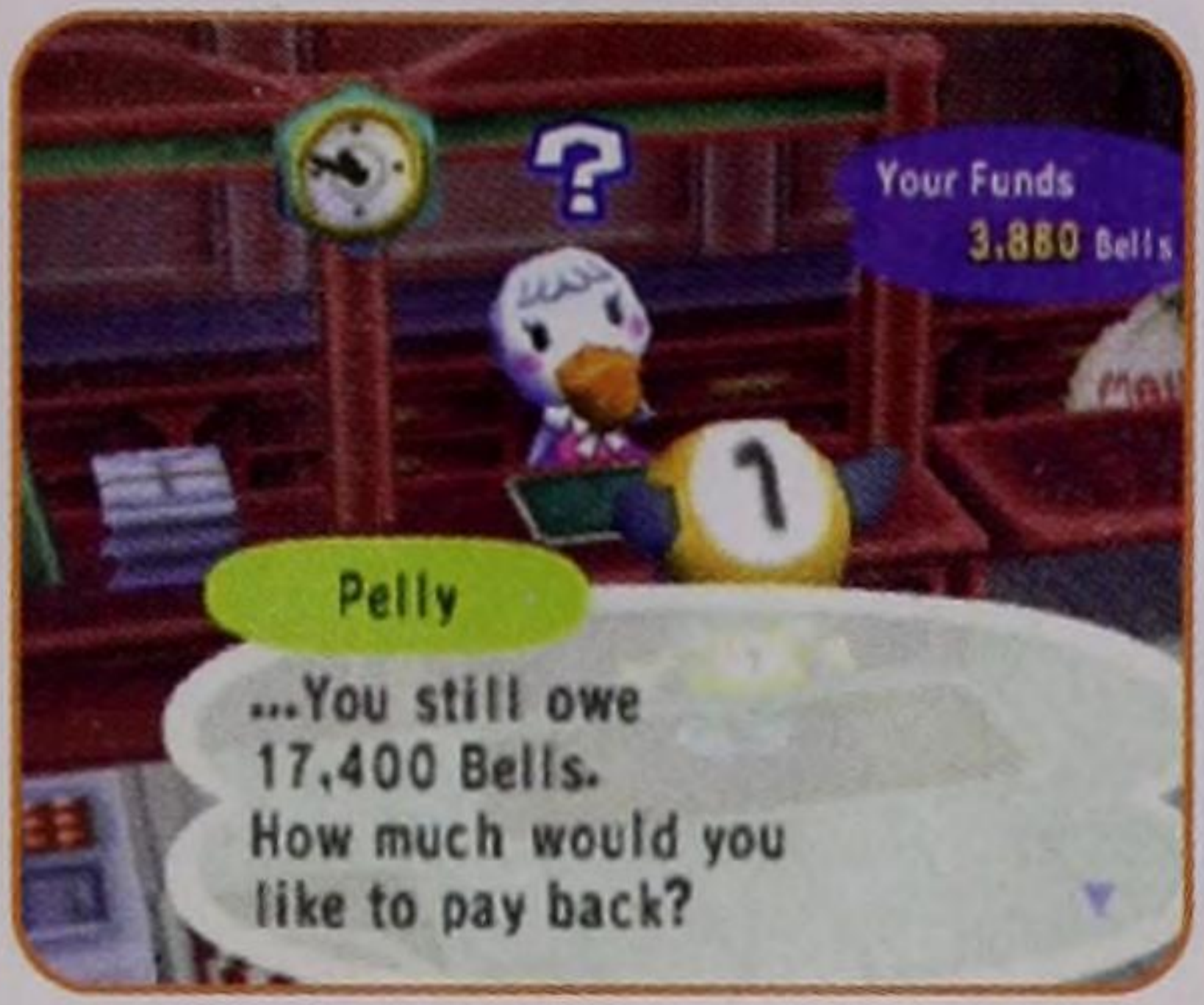
You're asked what service you need in this Post Office, and you can choose to Mail a Letter, Deposit Money, or Save a Letter that you've read and want to keep.



If you choose Mail a Letter, your inventory screen comes up. From here, choose any letters you have written but not sent yet. Hand over one letter at a time.

POST OFFICE

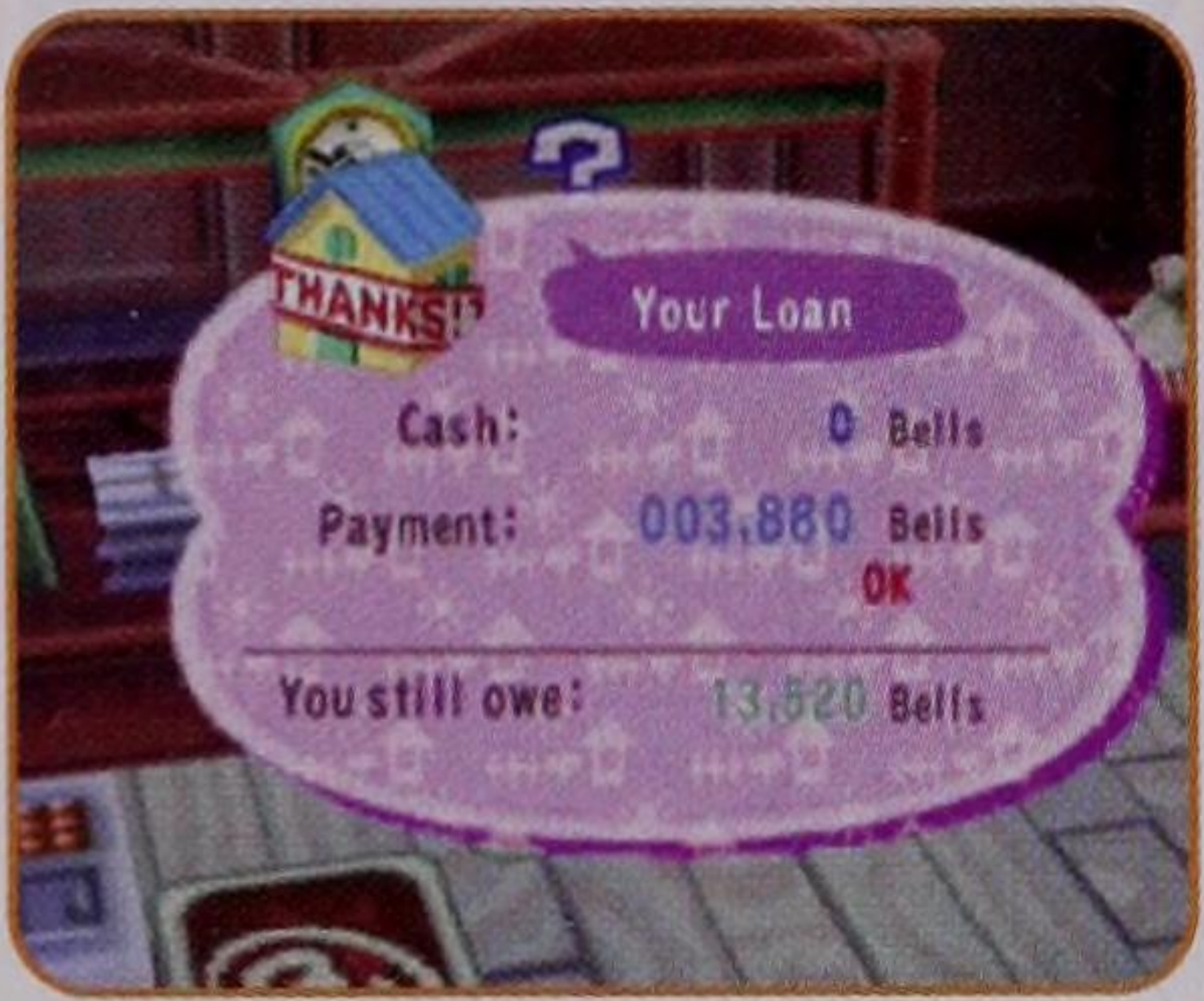
If you have more than five letters to send, the Post Office fills up and doesn't accept any more. Come back a couple of minutes later, when Pete flaps off to deliver.



Pelly

...You still owe
17,400 Bells.
How much would you
like to pay back?

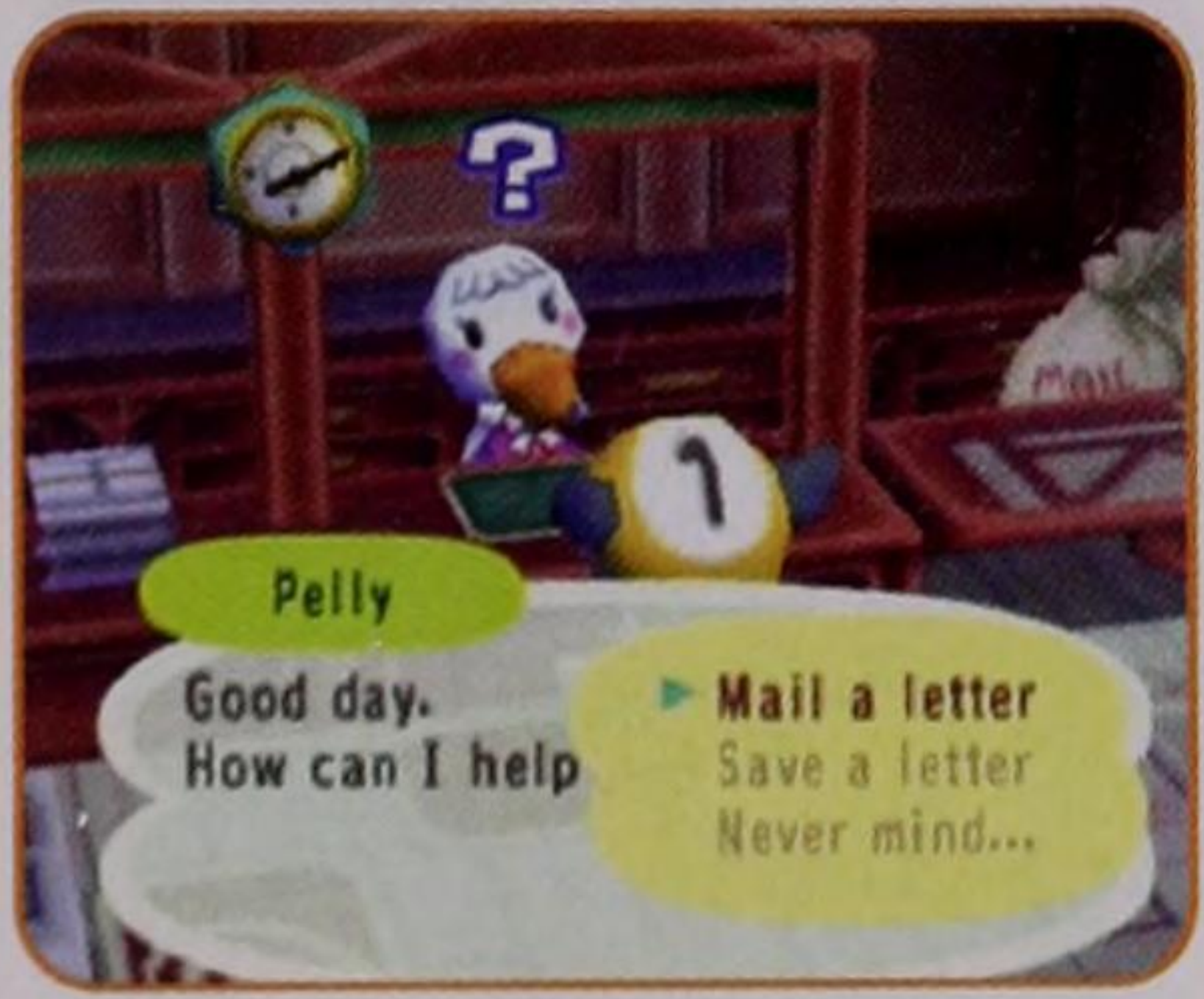
If you choose Deposit Money, the cash doesn't go into a savings account. Instead, this is the money you owe Tom Nook. All the cash goes to him for the Bells he spent on your house.



Your Loan

Cash: 0 Bells
Payment: 003,880 Bells
OK
You still owe: 13,520 Bells

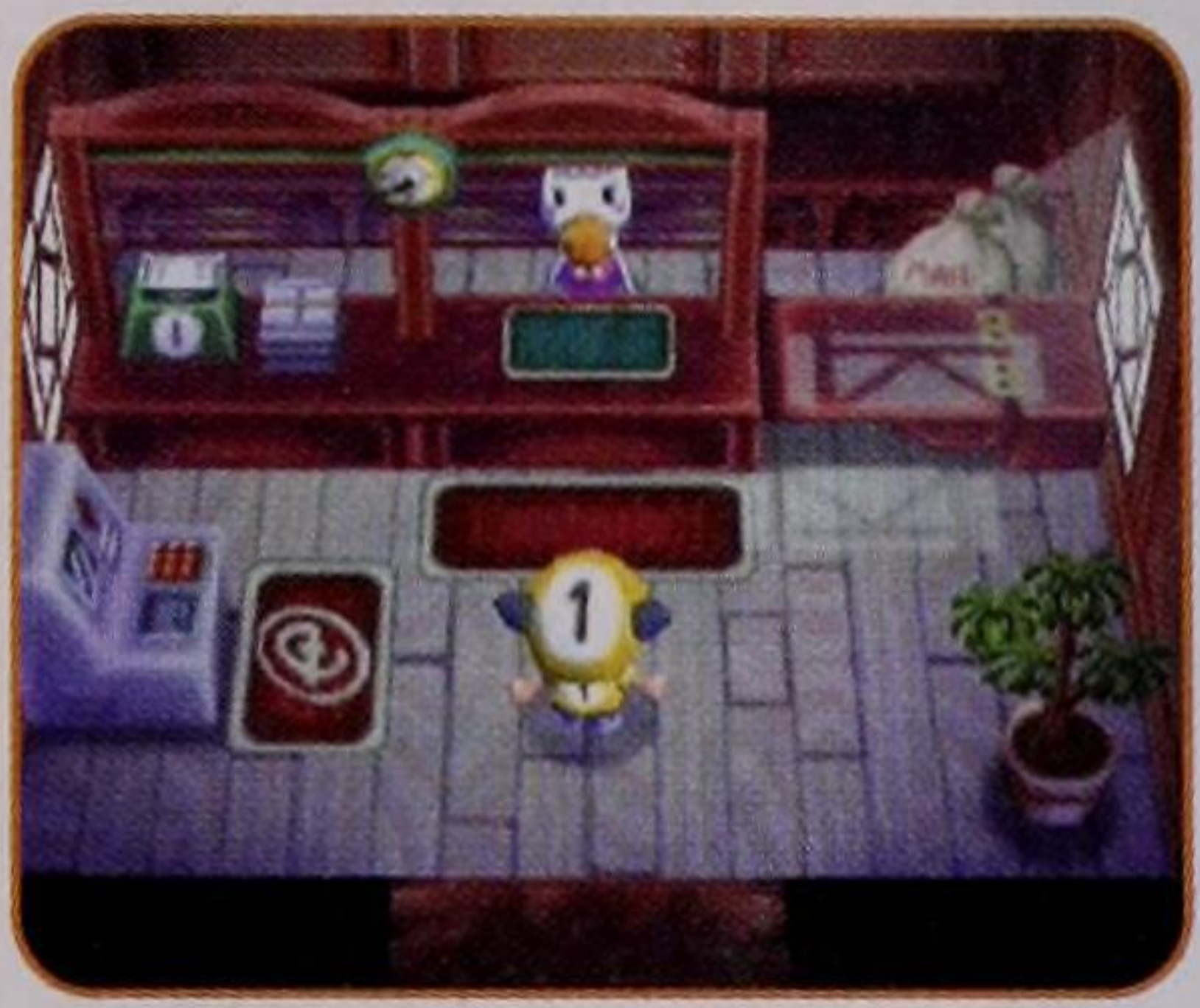
Keep on paying off this debt if you want a bigger and better house. This also shows the running total and amount owed. Once you pay off a loan, you cannot deposit more money until your property is upgraded.



Pelly

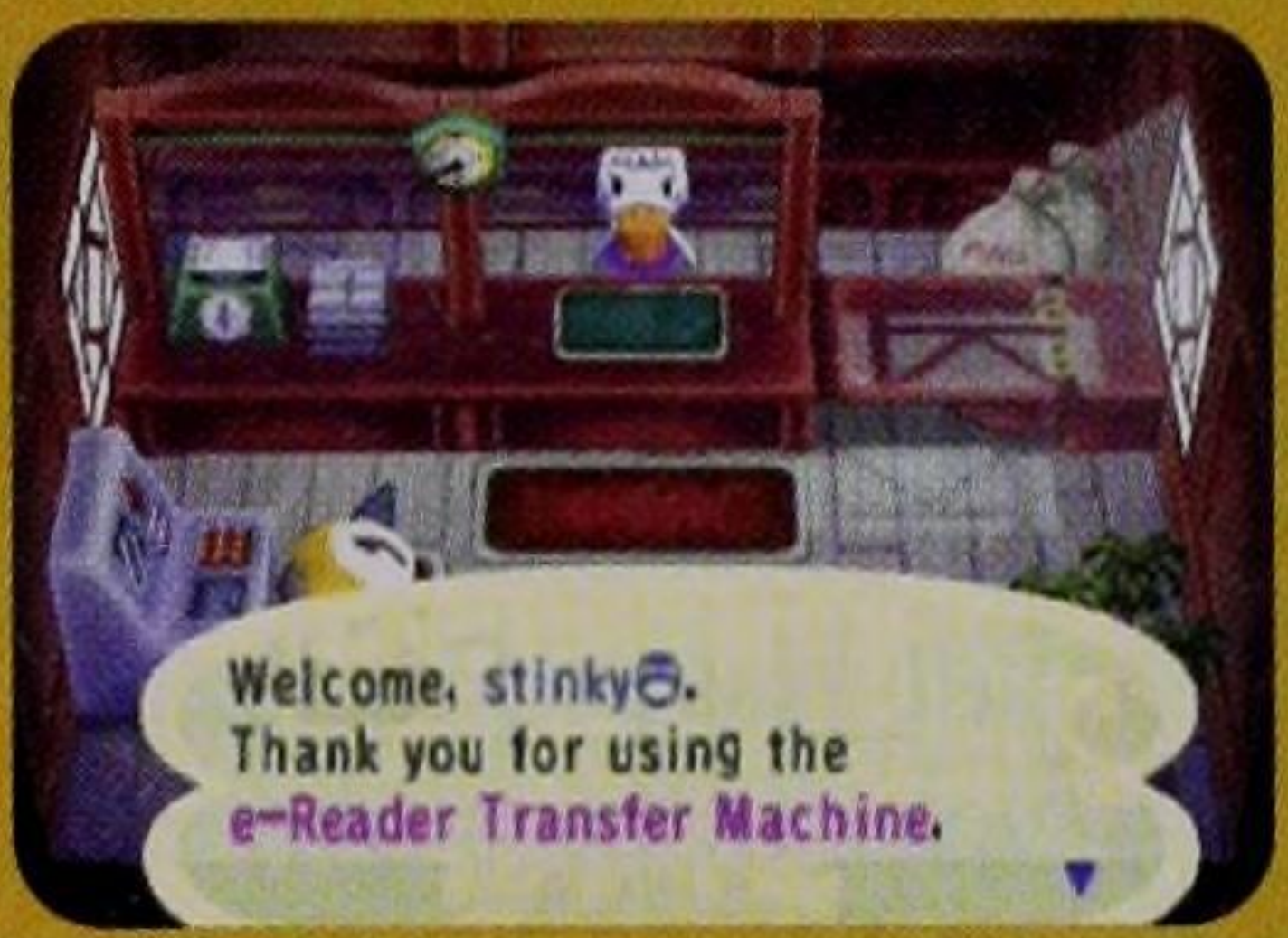
Good day.
How can I help

The third option is Save a Letter. The best letters to save are the ones that mean the most to you. Don't save Tom Nook's advertisements unless that excites you. Instead, save letters from your friends.



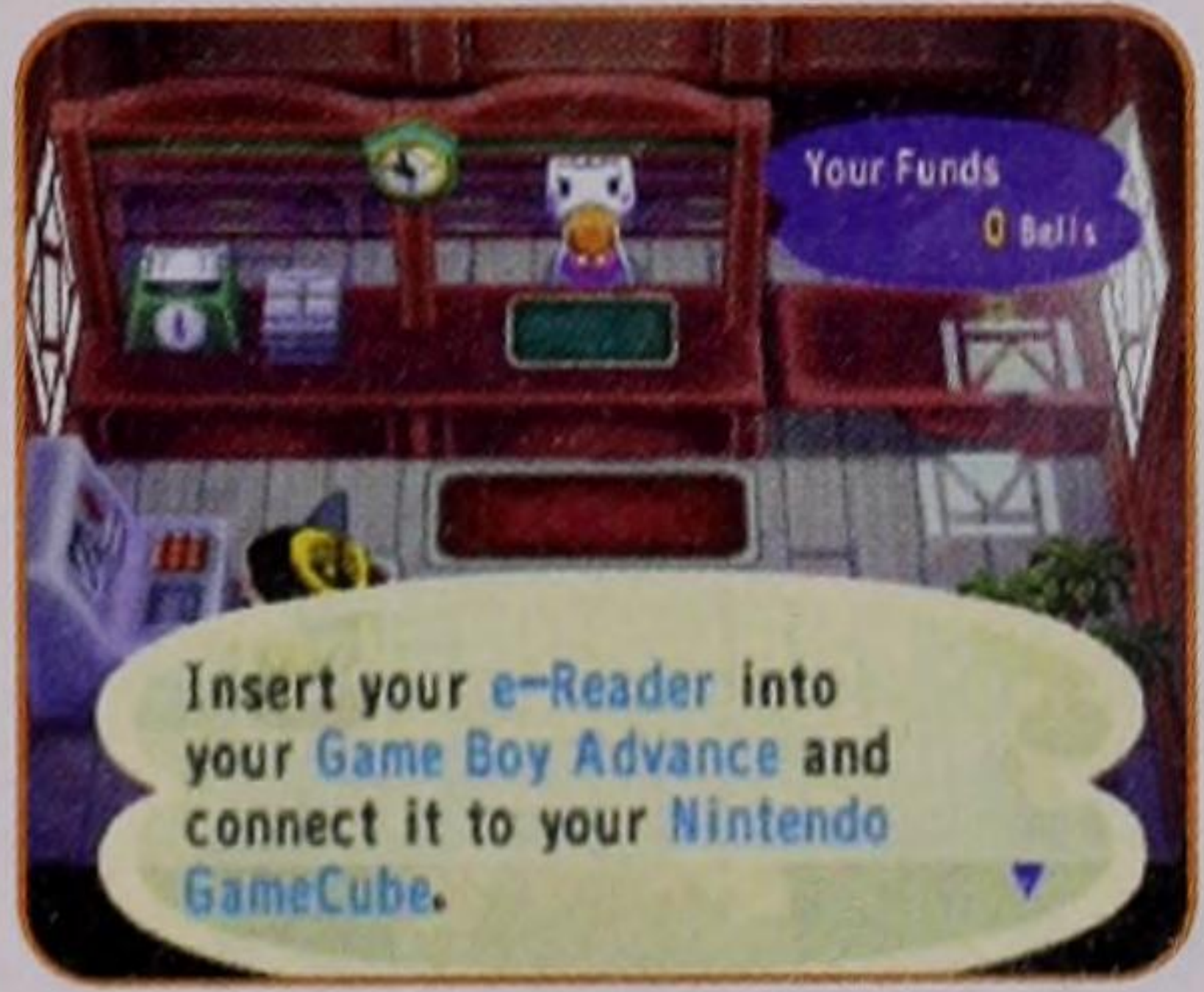
The cool item inside the Post Office is the e-Reader Transfer Machine. This marvel of technology allows you to read the Dot Code on the *Animal Crossing* collectible cards, and unlock new prizes.

TIP



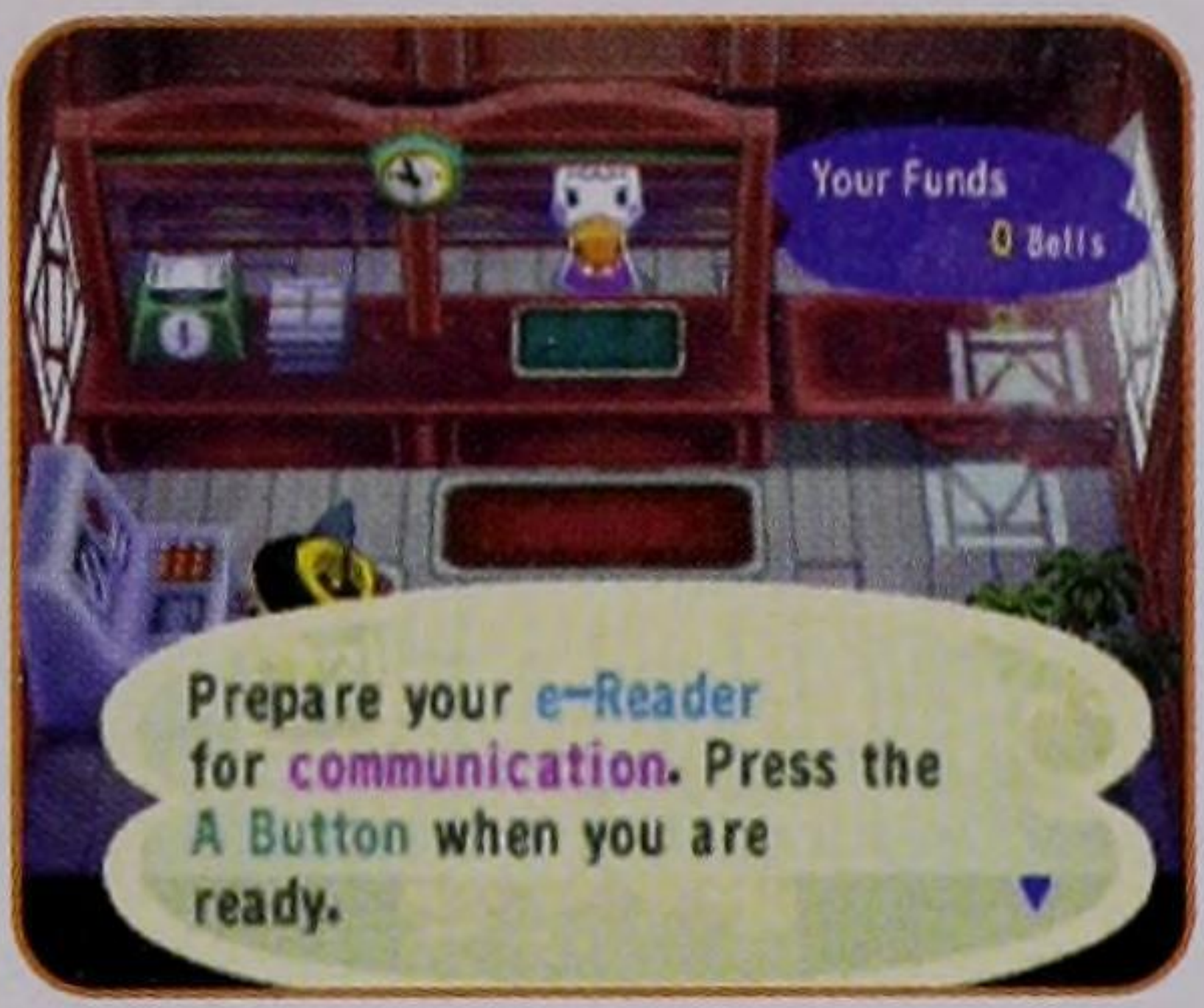
Welcome, stinky.
Thank you for using the
e-Reader Transfer Machine.

You need a Game Boy Advance and a Nintendo e-Reader card to use this e-Reader Transfer Machine. Plus you need some cards to slide. Refer to this guide's section on the e-Reader card for more information.



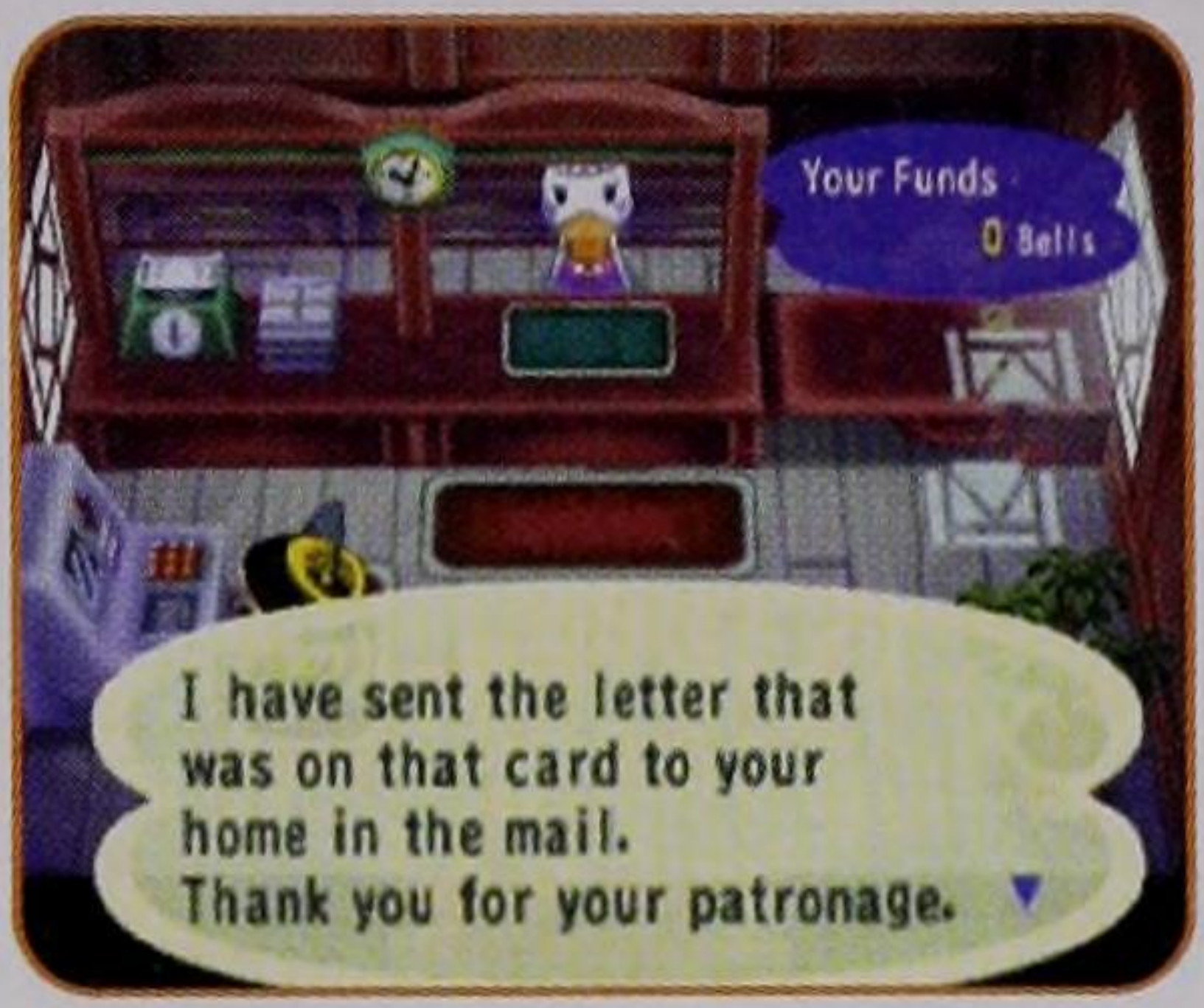
Insert your e-Reader into
your Game Boy Advance and
connect it to your Nintendo
GameCube.

First synch the Nintendo GameCube and attach it to the Game Boy Advance with the e-Reader card inserted. Then choose Download the Program to allow the e-Reader card to recognize your card.



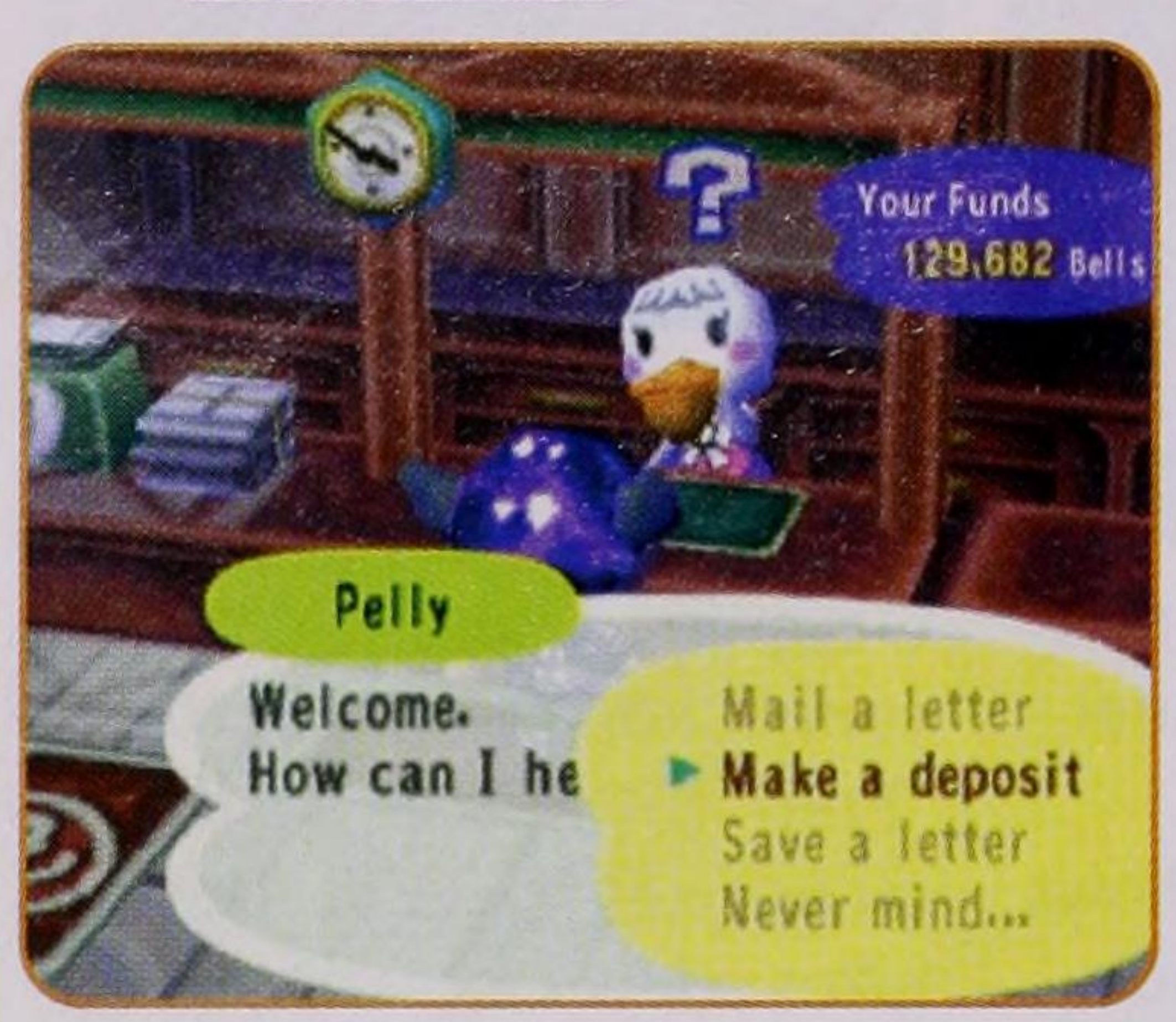
Prepare your e-Reader
for communication. Press the
A Button when you are
ready.

Once you have a connection, you need to "Prep" the Reader so it recognizes the card. This takes a few moments, so be patient. Then, you can start to read cards. Remember that Character Cards award you prizes.



I have sent the letter that
was on that card to your
home in the mail.
Thank you for your patronage.

If your collectible card is the right kind, you get a message saying a new letter has arrived in your mailbox outside your house. Check this out! It's likely to be a cool, lucky, or rare item. But don't read too many cards at once. It's better to space them out over time.



Pelly

Welcome.
How can I he

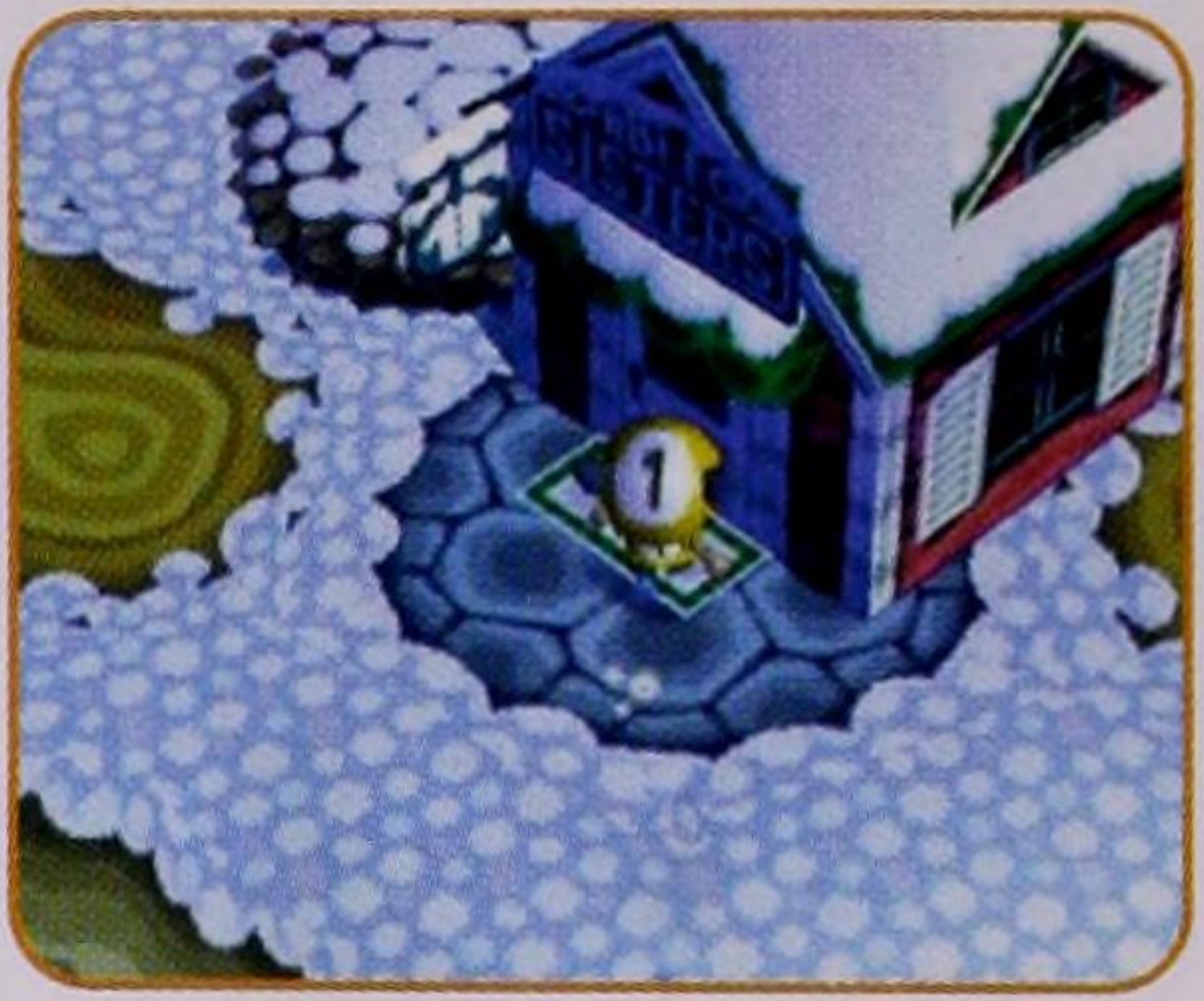
Have you paid off your entire loan to Tom Nook? Is your house massive, and can't be extended any more? Then when you enter the Post Office, instead of Depositing money as a loan, you can save cash instead, adding to a total in your Post Office account.

K.K.

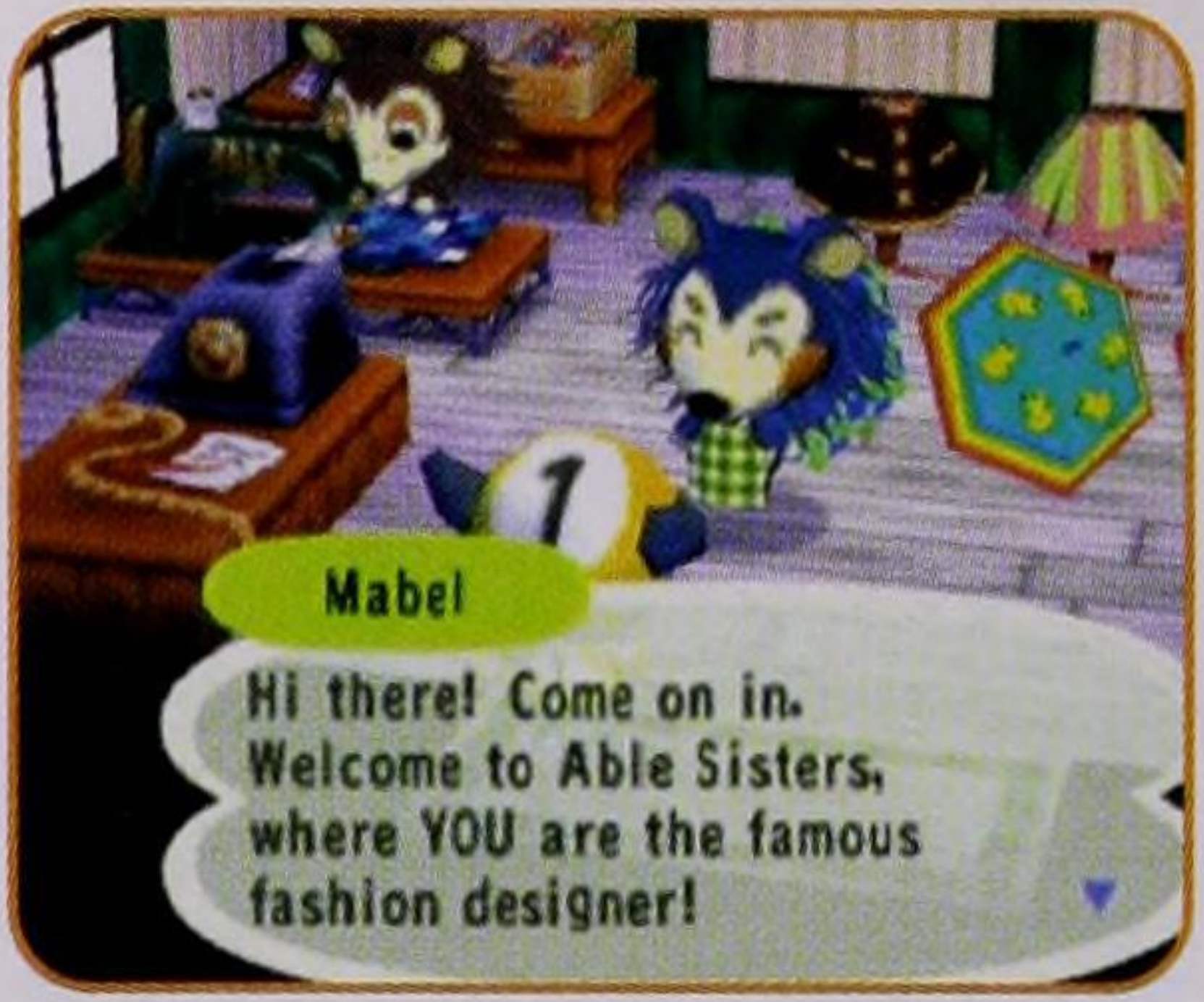
If there's something you want to hear, just tell me the name of the tune, and I'll jam.

Not only that, but you'll receive free (and Lucky) gifts when you keep depositing money. If your total is over 1,000,000 Bells, you get Tissue Paper. If your total is over 10,000,000 Bells, you get a Piggy Bank. If you've played for months and your total is 100,000,000, you get a Mail Box, and for truly overworked players, if you max the deposit out at 999,999,999 Bells, you get the Post Office Model!

Able Sisters' Design Store



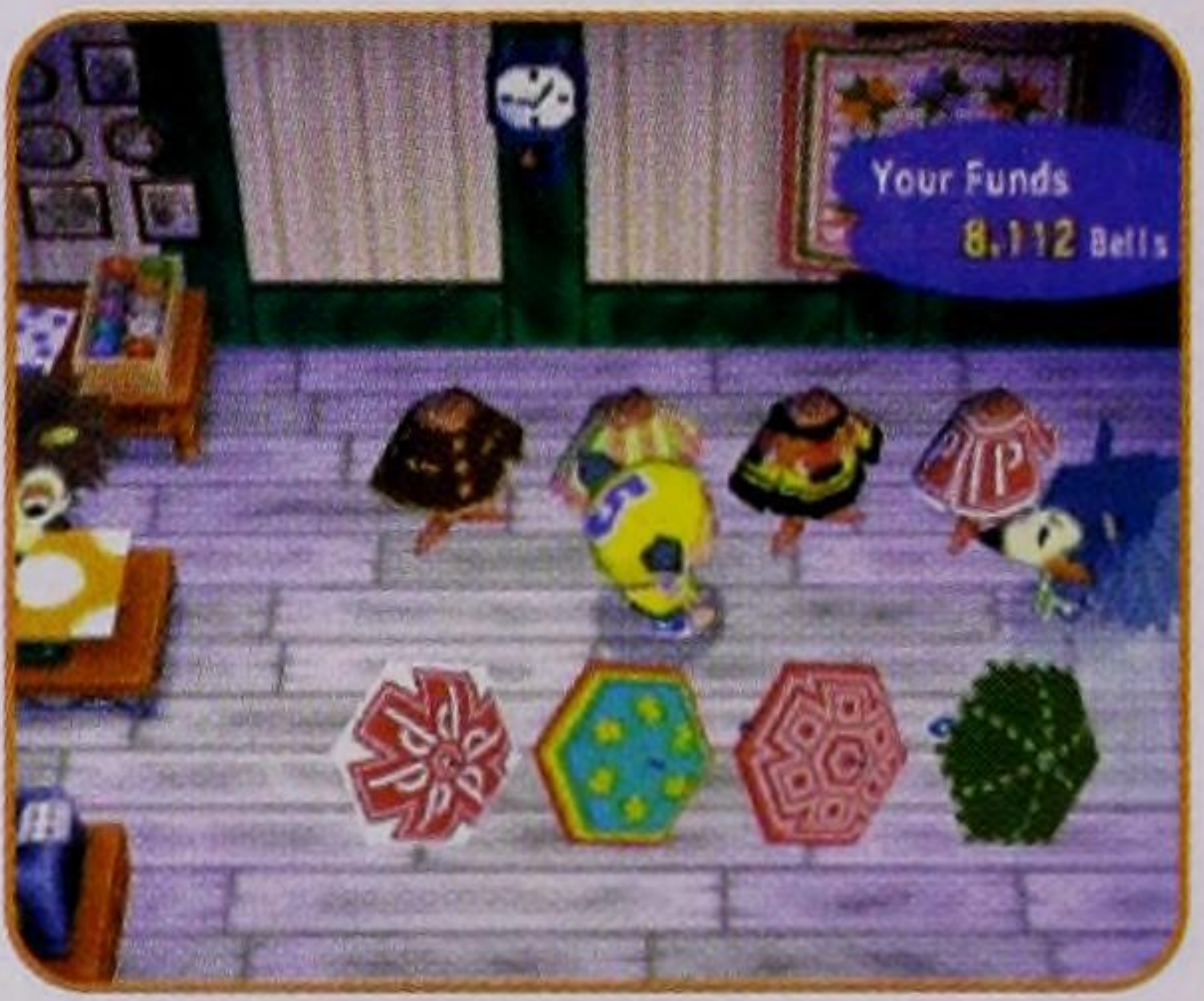
Although this may not look like the town's hub of activity, the Able Sisters' Design Store, run by Mable (the talkative one) and Sable (the quiet one) is actually a fun place to visit!



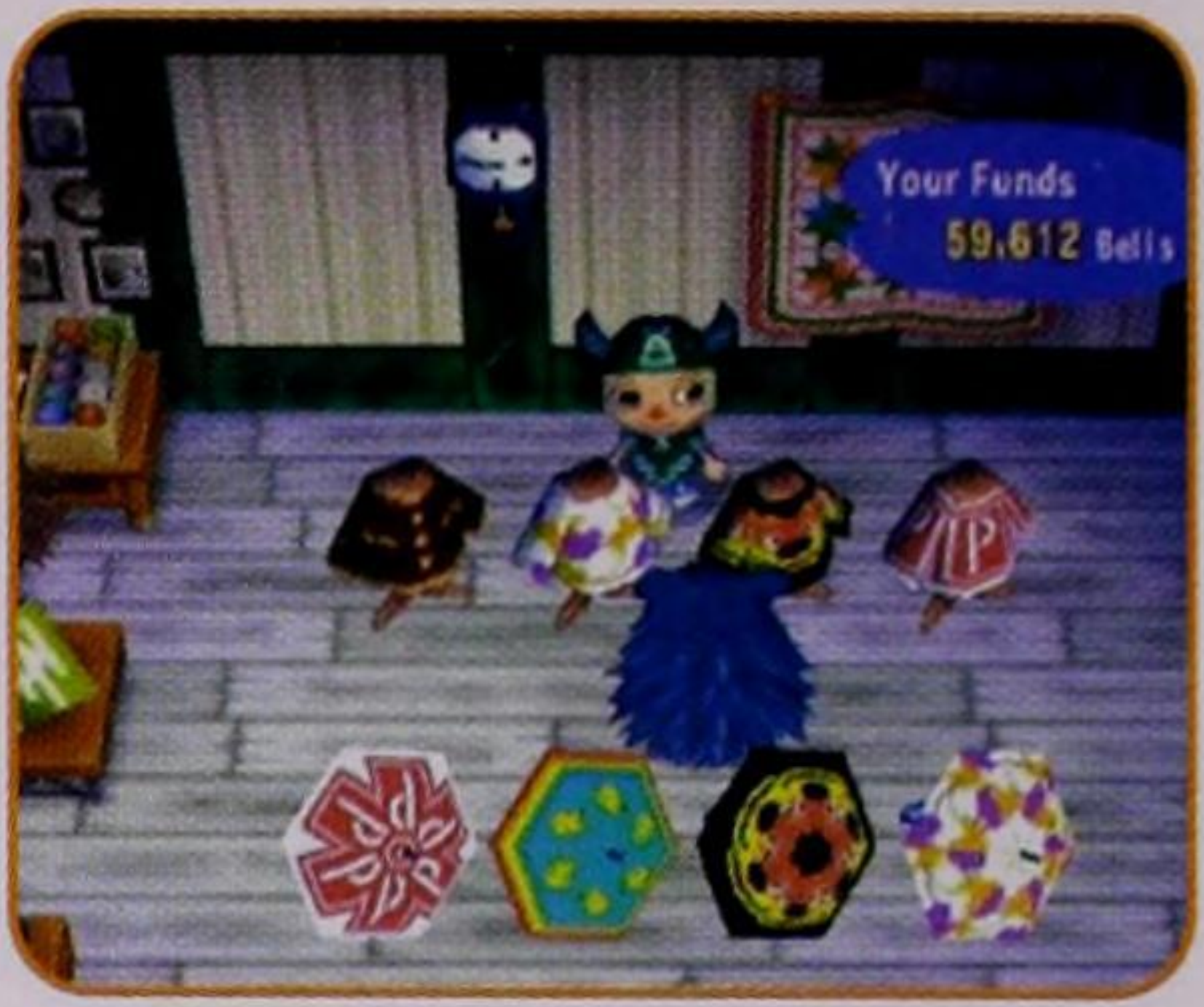
Mabel

Hi there! Come on in. Welcome to Able Sisters, where YOU are the famous fashion designer!

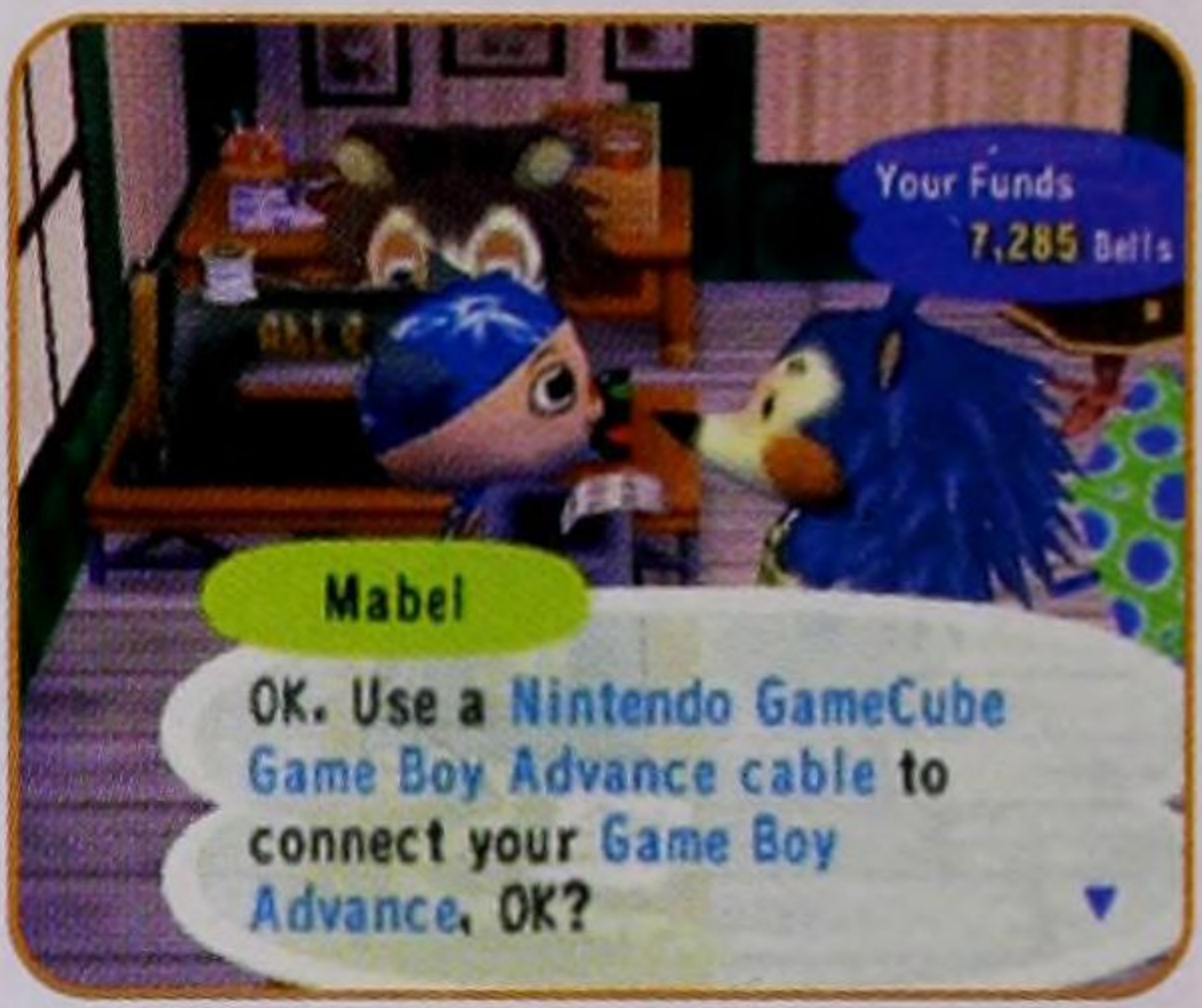
Sable is busy sewing away and doesn't help you. But Mable (standing) is a hedgehog with a helpful streak. She's also a whiz at embroidery. With her help, you can create your own designs.



Notice the four mannequins holding outfits, and four umbrellas. If you choose "Any Suggestions?" when you talk to Mable, she picks out one outfit and umbrella that she thinks will make you look cool.



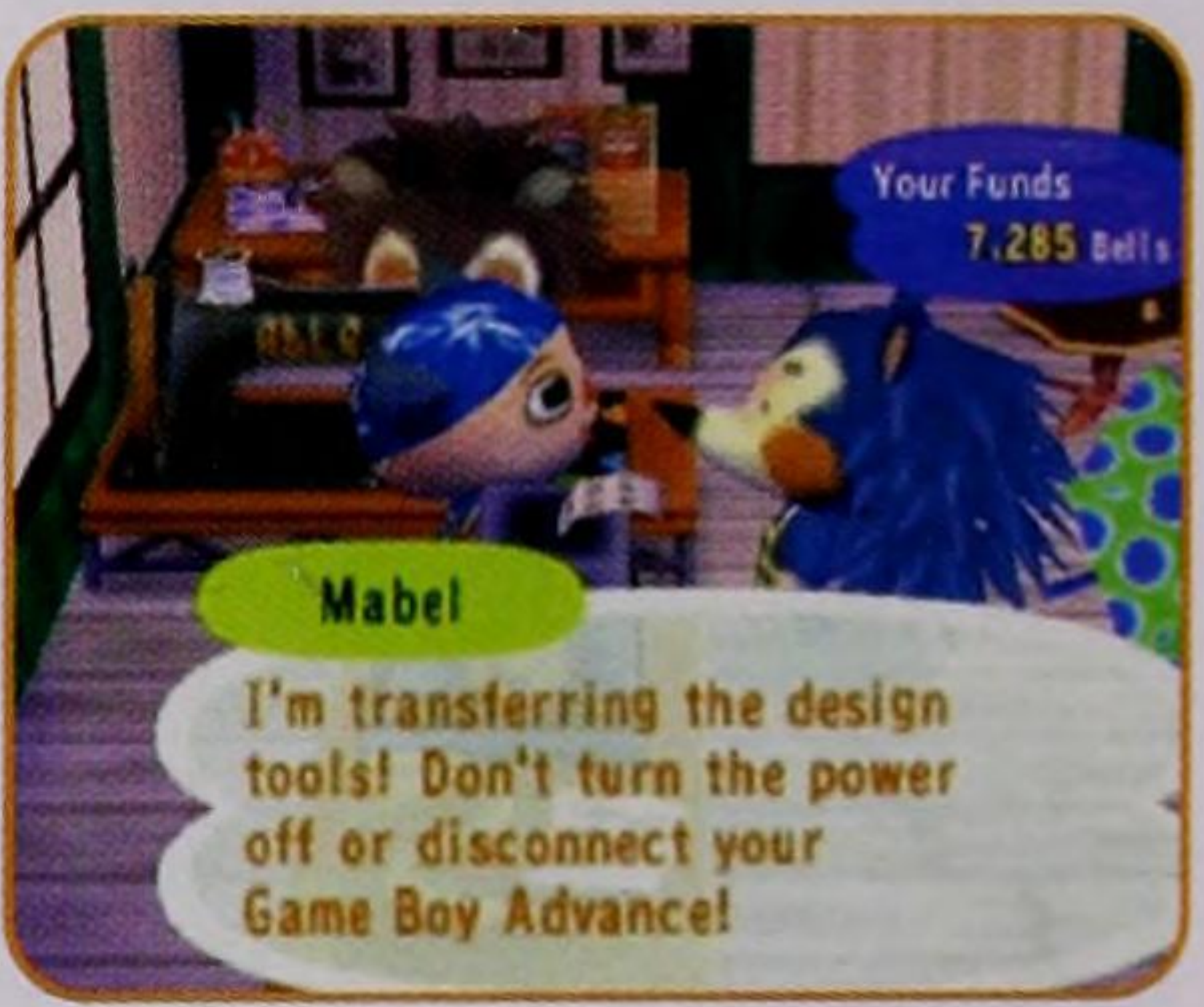
You can then go up to any of the designs, and swap it for your current outfit or umbrella. You'll be the height of fashion.



Mabel

OK. Use a Nintendo GameCube Game Boy Advance cable to connect your Game Boy Advance. OK?

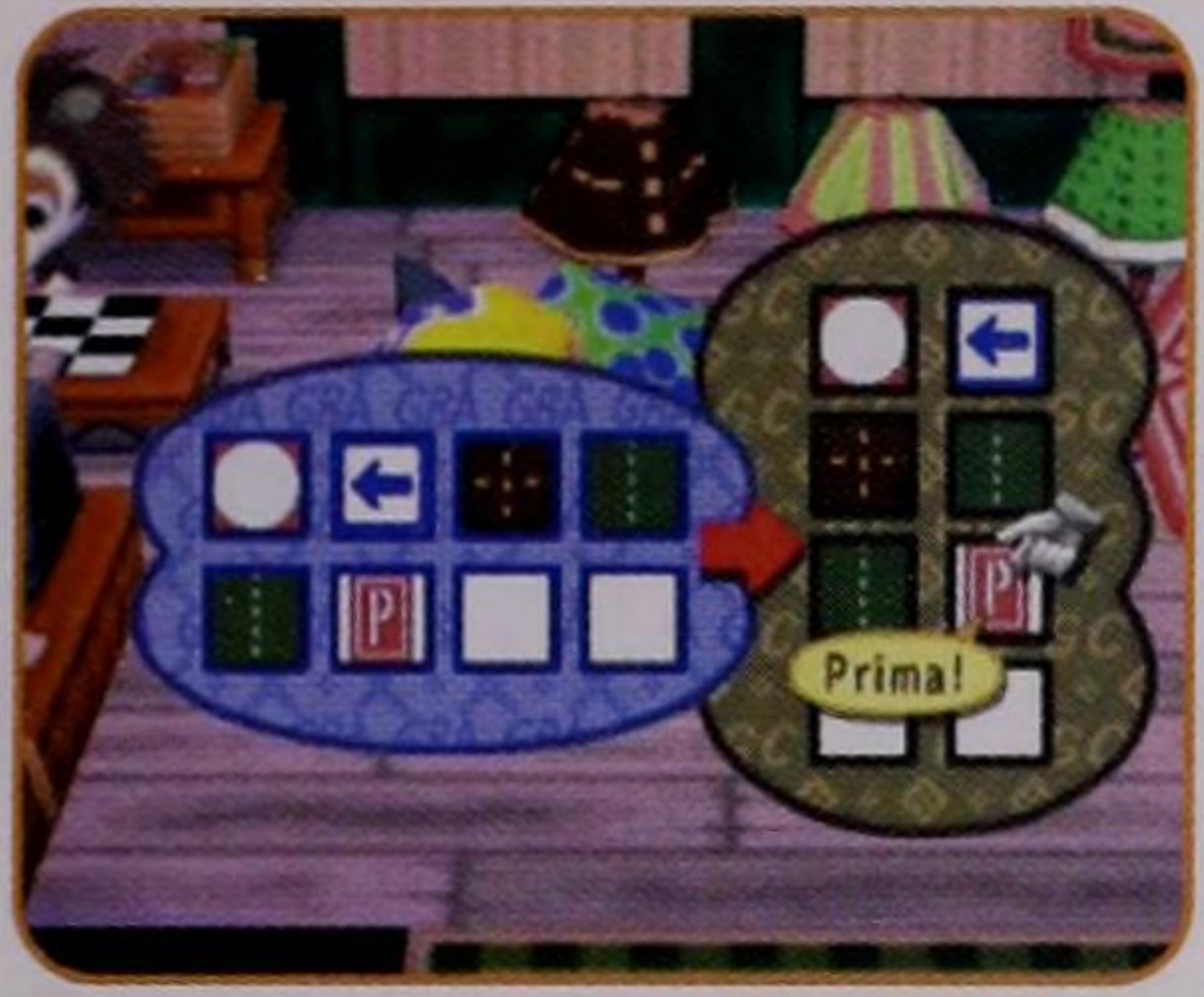
But the fun's just starting. If you choose "Design a Pattern," you enter a special painting program (detailed in the game manual) that allows you to paint any design you want.



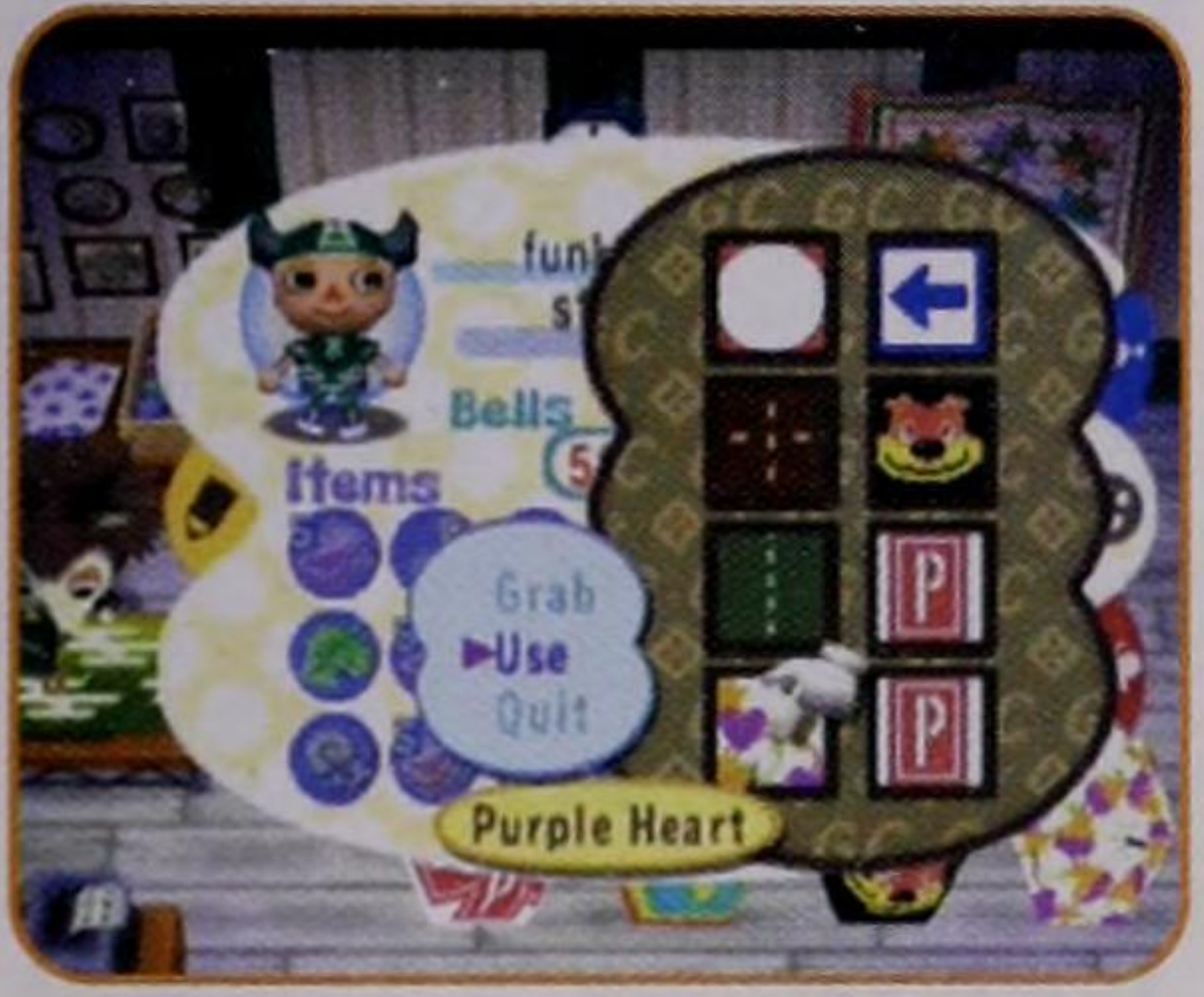
Mabel

I'm transferring the design tools! Don't turn the power off or disconnect your Game Boy Advance!

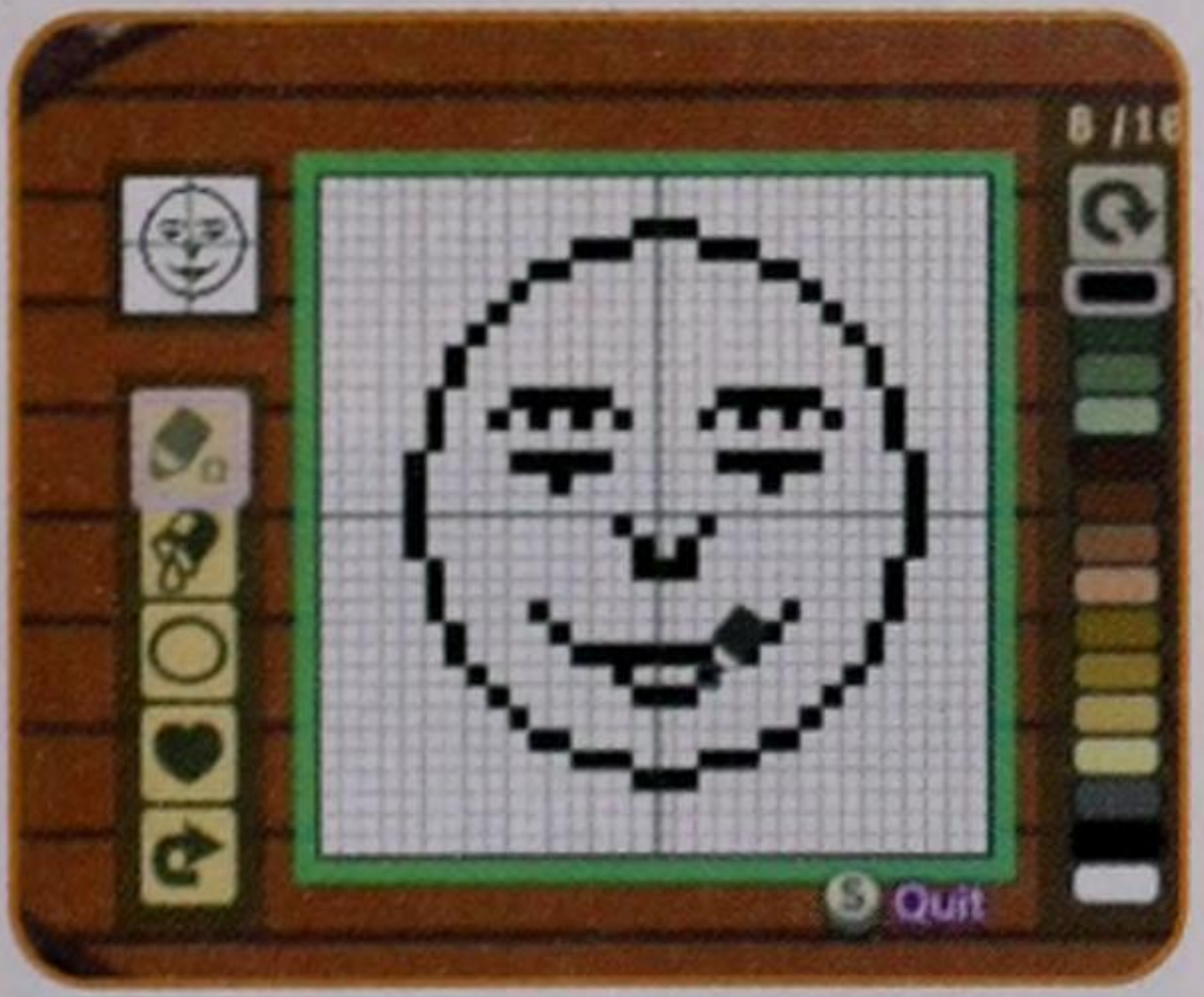
Prep the e-Reader card to use the design paint program. That way you can create designs on your Game Boy Advance while another player plays the game.



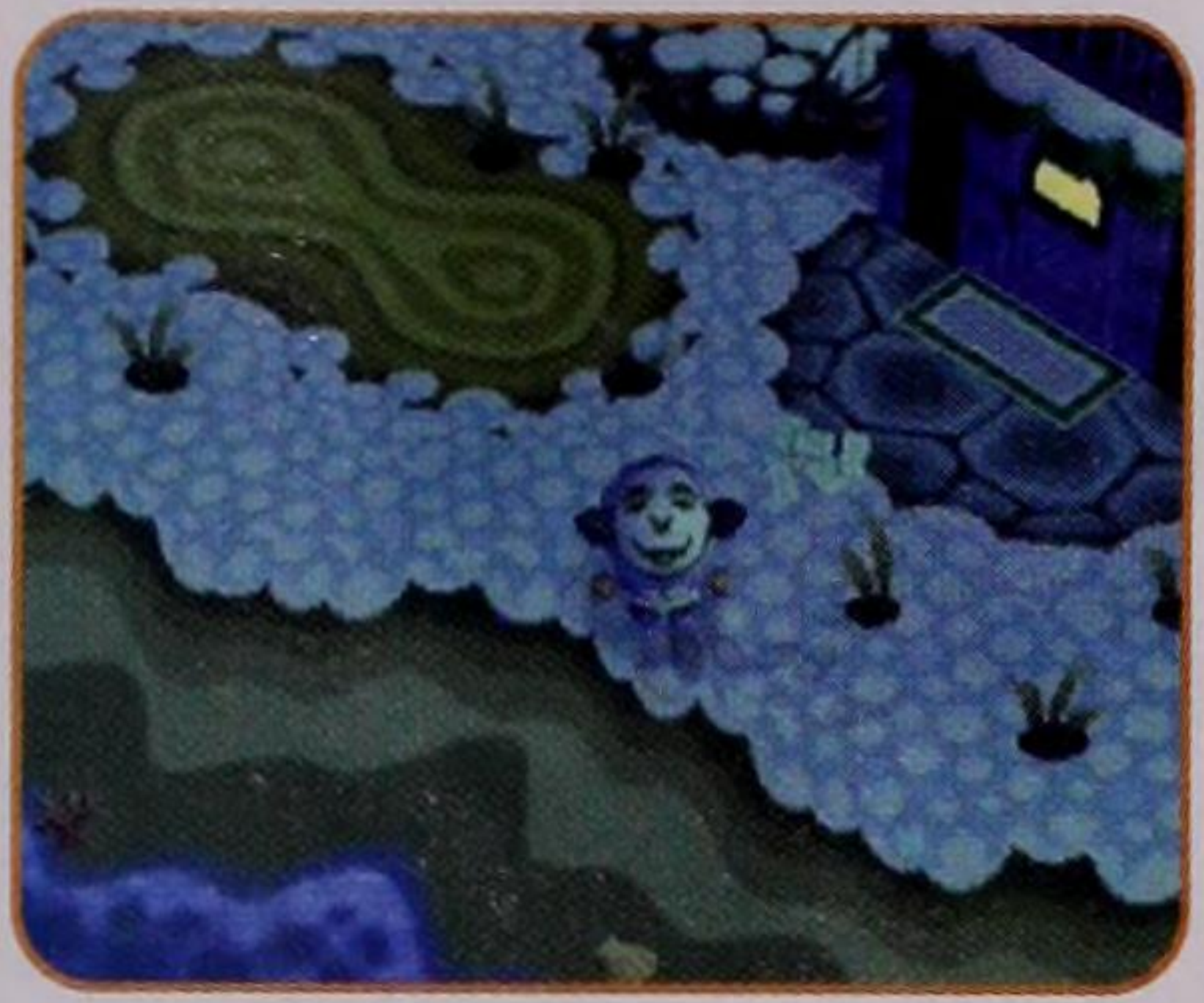
When you're ready to save (or upload from the GBA) a design, go back into the Able Sister's Design Shop, and choose Save or Upload. There are eight different spaces to save your work.



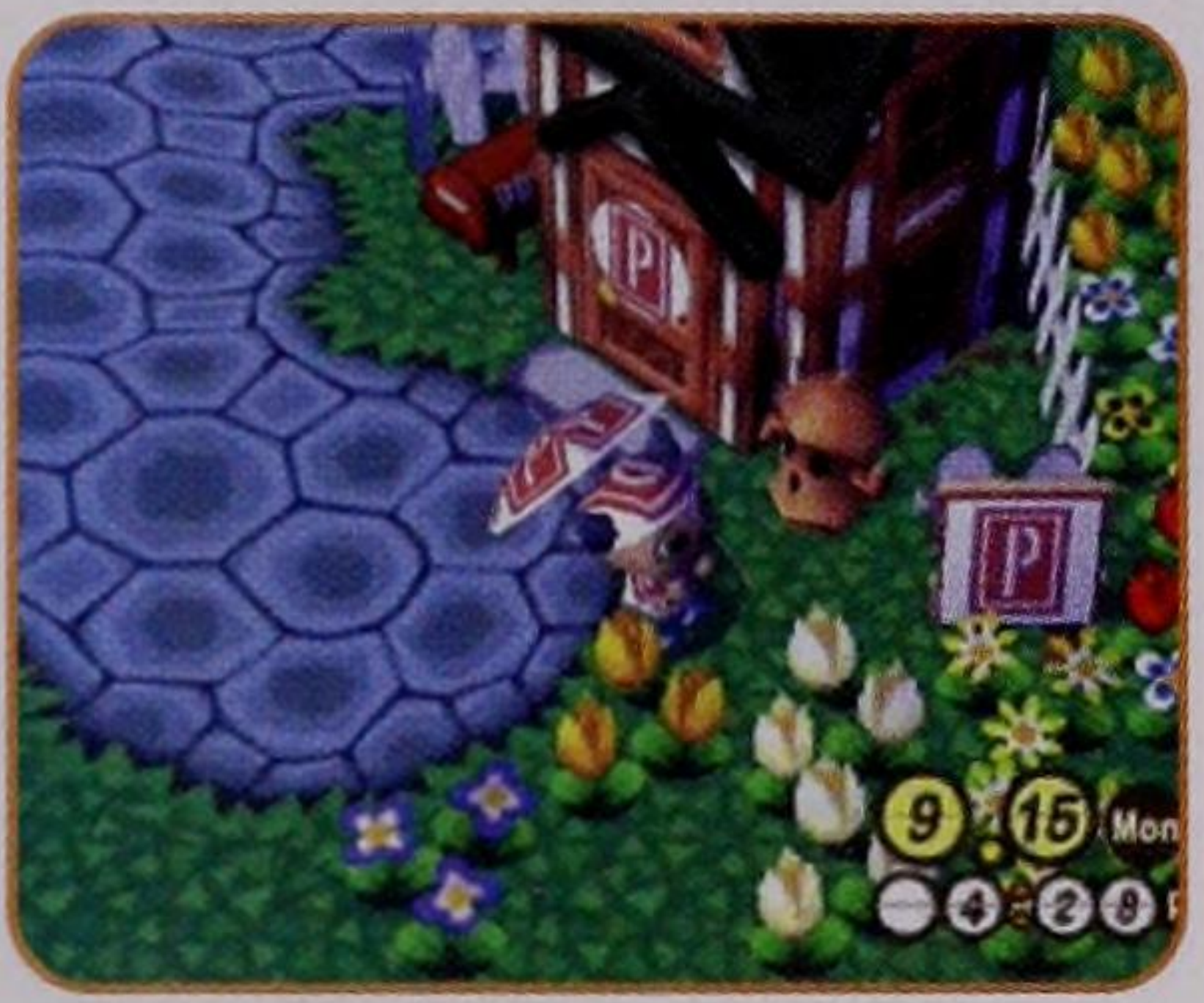
We managed a couple of designs. The first is the fabulous Prima logo, and the second is the head of a certain naughty squirrel named Conker. Isn't that cool?



You can place this design in a number of different spots in your town, or in someone else's. How about putting a picture of Conker on your front door? But the fun doesn't stop here.

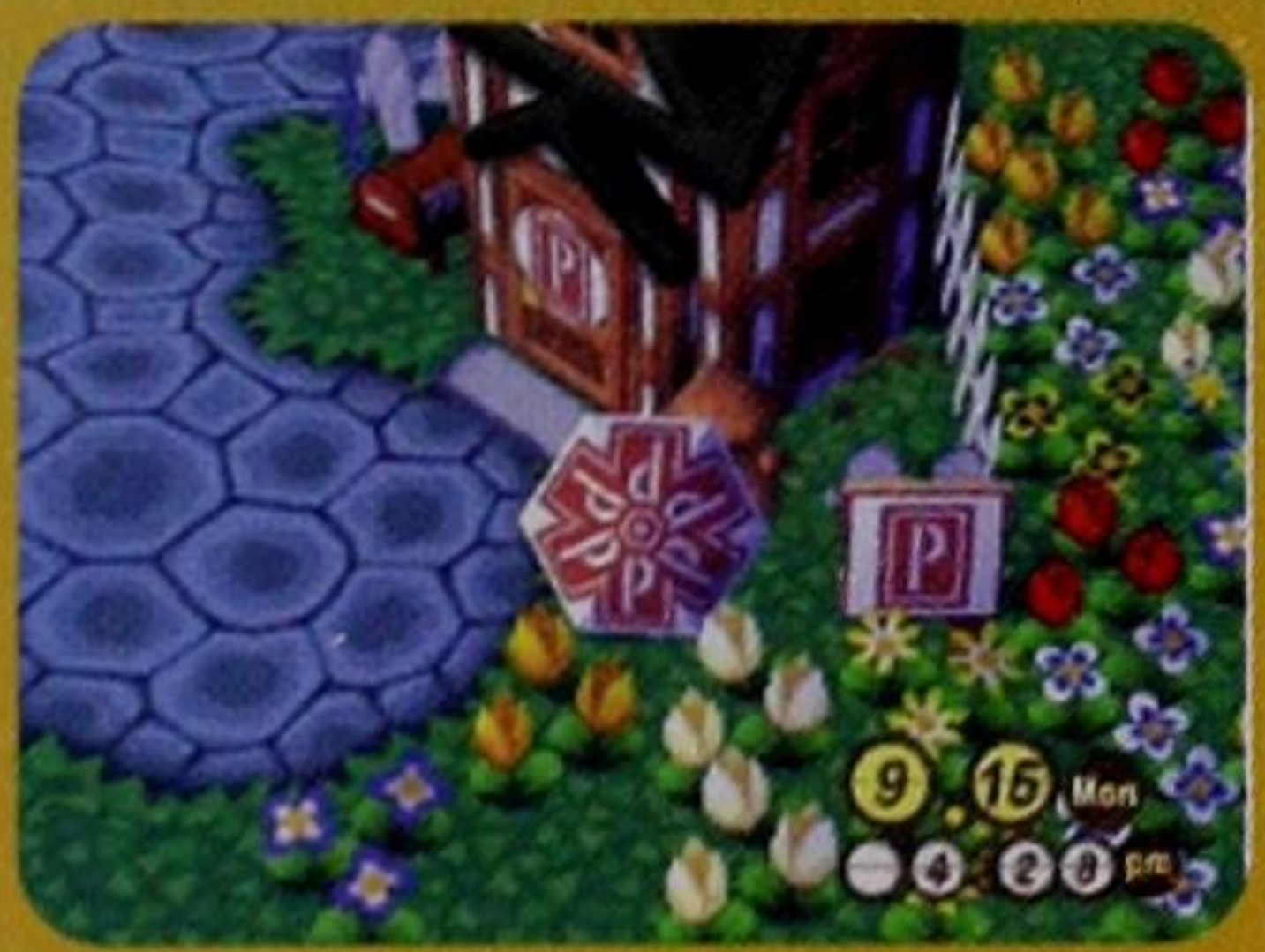


Go to one of the umbrellas or mannequins and press Ⓐ. This transfers your uploaded design onto a shirt or an umbrella. What's more, any of your friends can come to the store and try on your design!

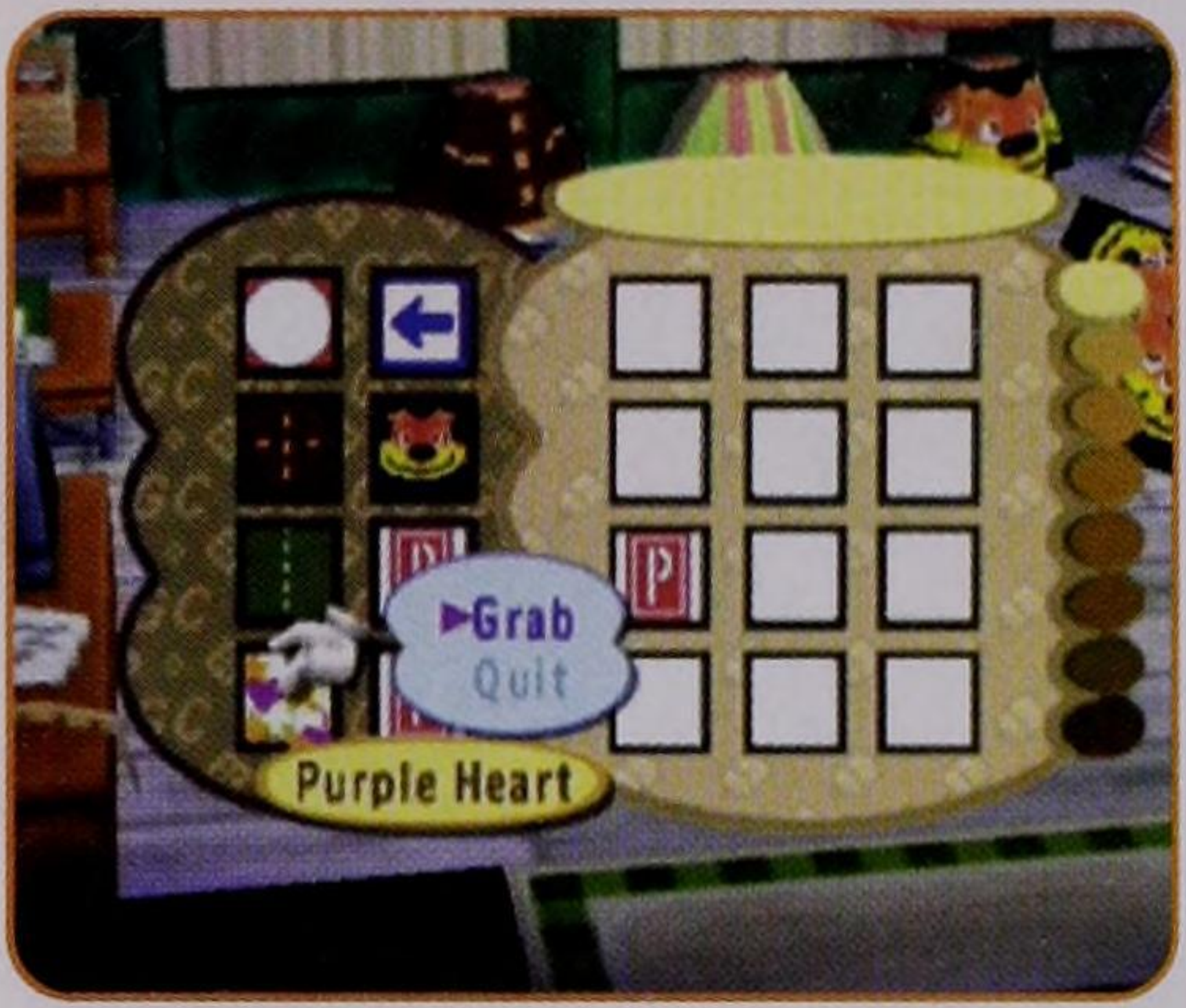


Think of the possibilities! You could make a design of your family name or motto and get all of your family members to wear the shirt and carry the umbrella.

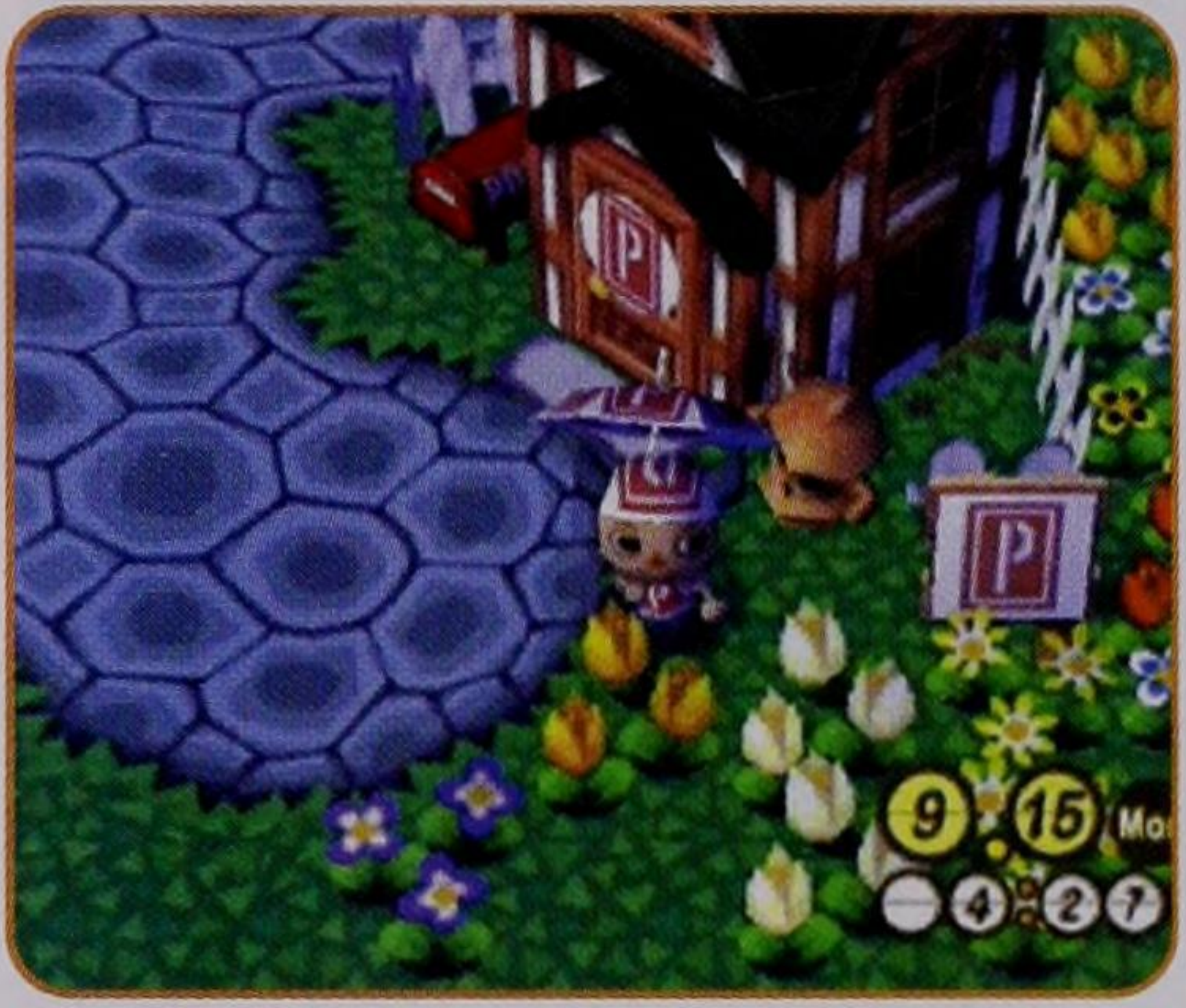
TIP



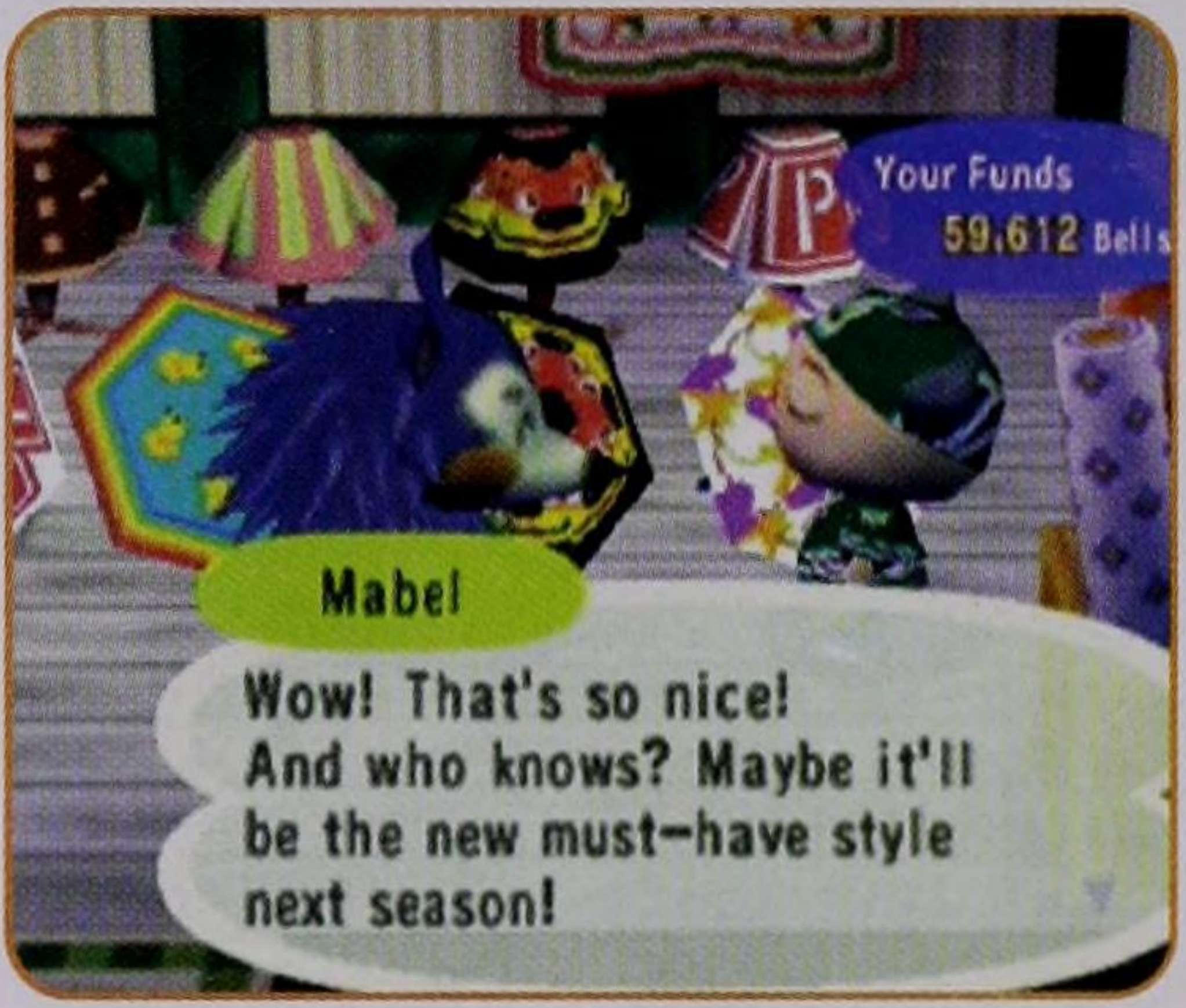
The design gets repeated over the entire umbrella and shirt, so you need a design that won't look weird when it is copied. The Prima logo works well here, but as for that Conker umbrella....



Once you're happy with the design, transfer it to a mannequin or umbrella (the current design on the mannequin or umbrella will be lost), enter your inventory, and press the pencil icon on the left side.



Now change your clothes, and you're wearing your own creation. Doesn't our friend here look absolutely darling with his new Prima ensemble?

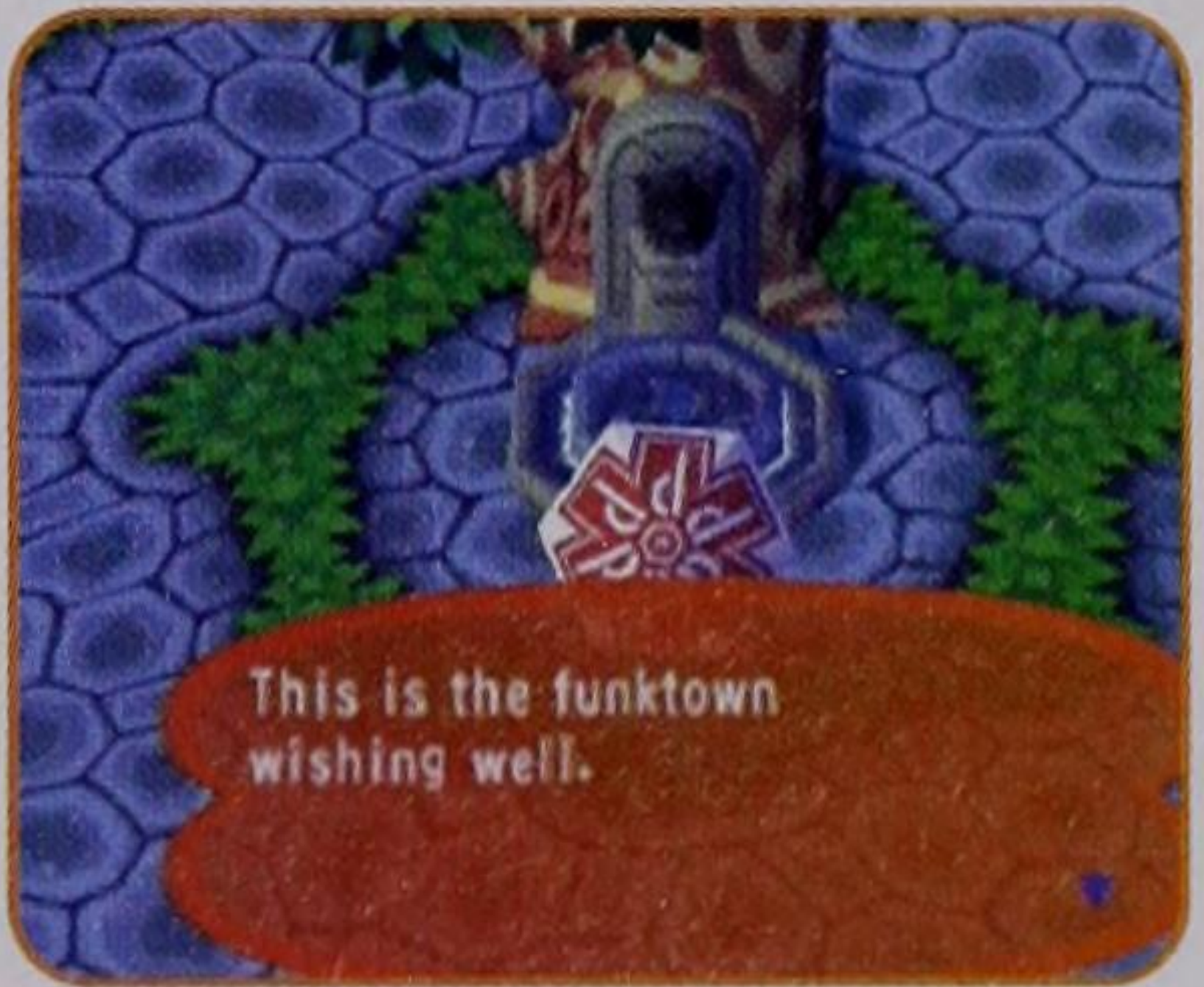


Mabel

Wow! That's so nice! And who knows? Maybe it'll be the new must-have style next season!

And here's the Conker outfit, which is sure to turn a few heads. And who knows, if enough people see your design, the inhabitants may start wearing your stuff, too. Even Gracie the designer giraffe!

Wishing Well



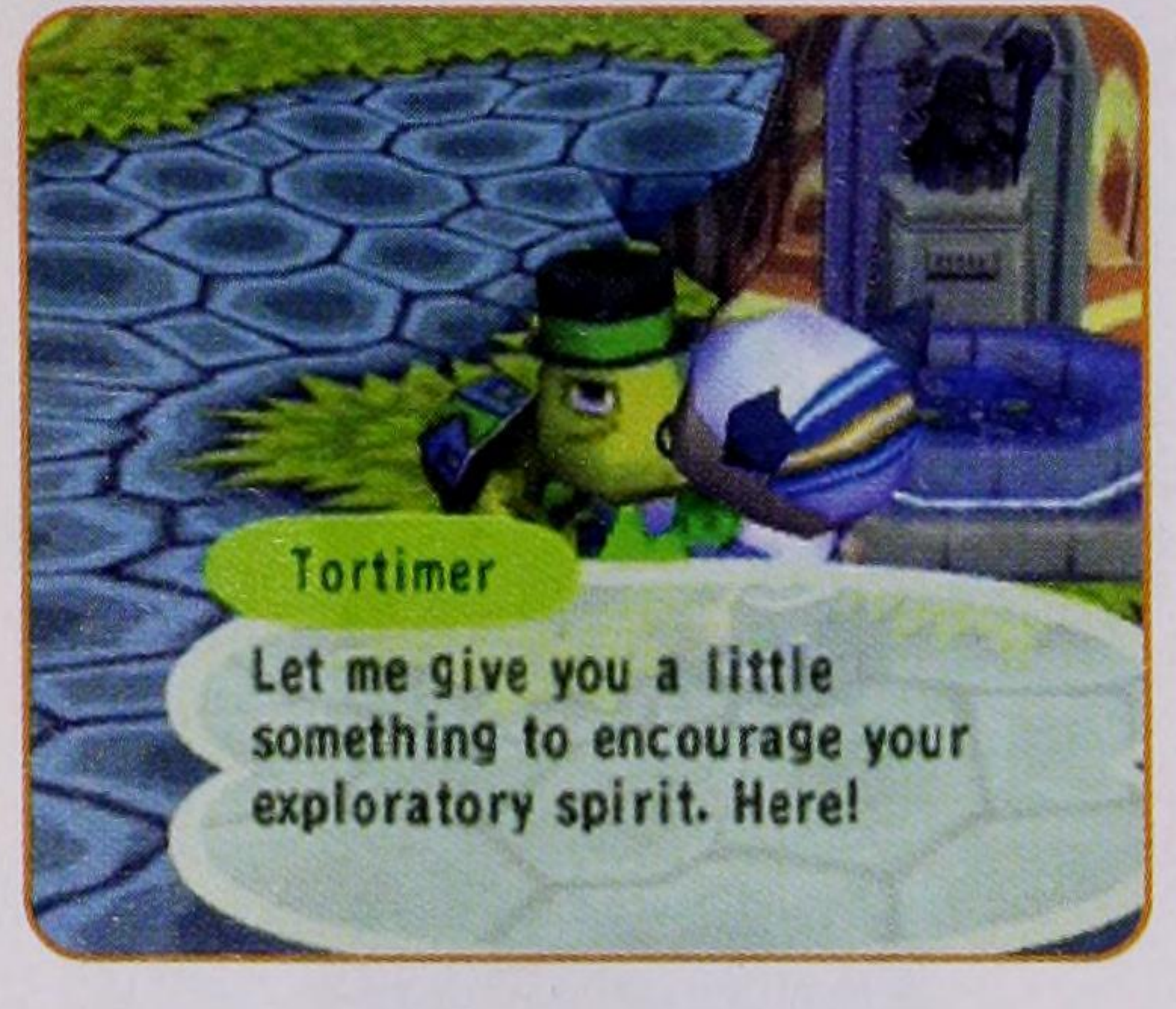
This is the funktown wishing well.

The strange and imposing Wishing Well is the spirit of the village. What's more, you can actually talk to this being. The Wishing Well is surrounded by a stone path, next to the biggest tree in the village.

A lot of the specific town events, such as New Year's Day celebrations, take place here. It's the hippest place in town!

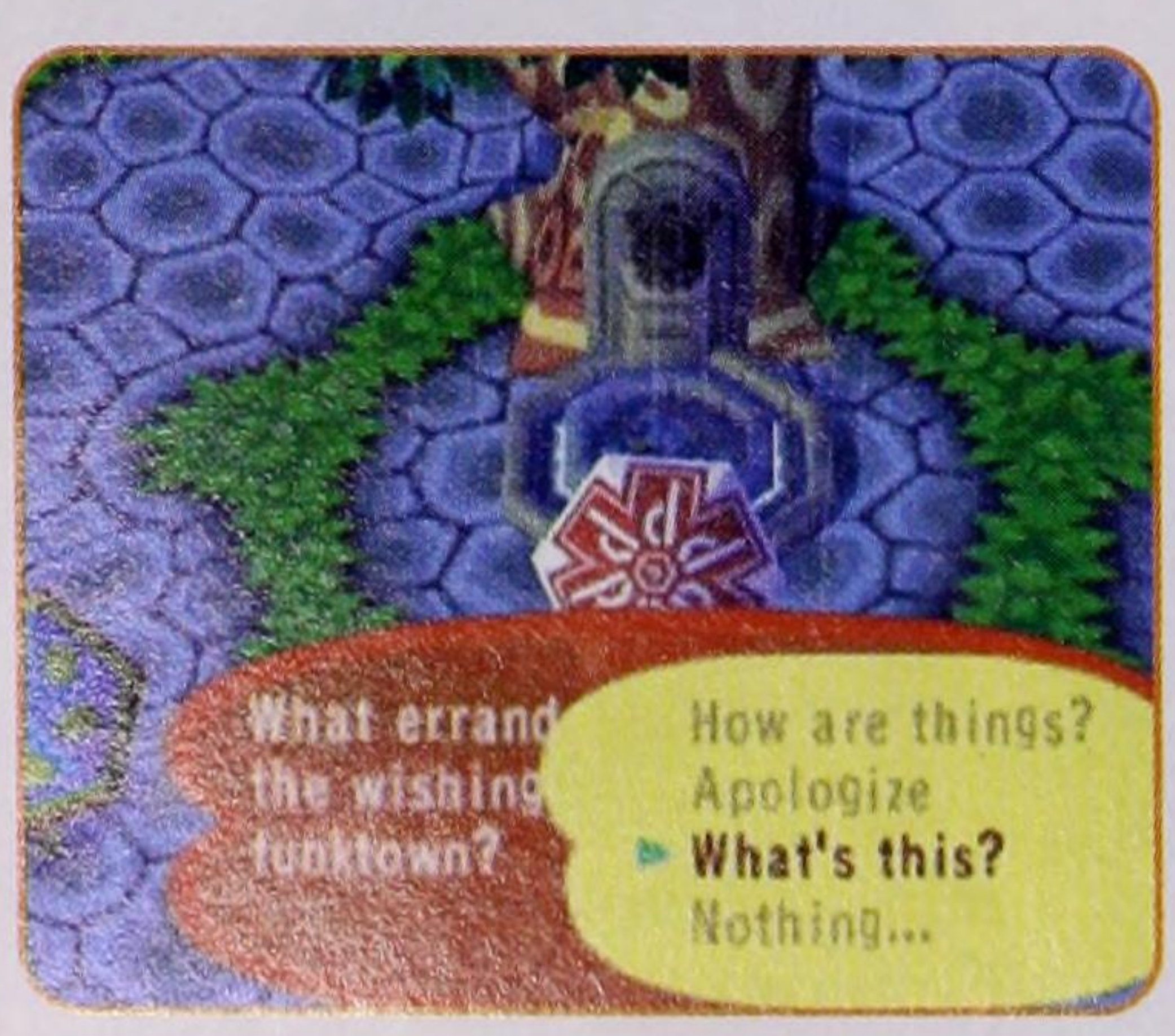
10.13 Mo
10 16

This is also where you usually find Tortimer, the mayor. Sometimes when you speak to him, you are awarded a prize, asked a question, or given a task to perform.



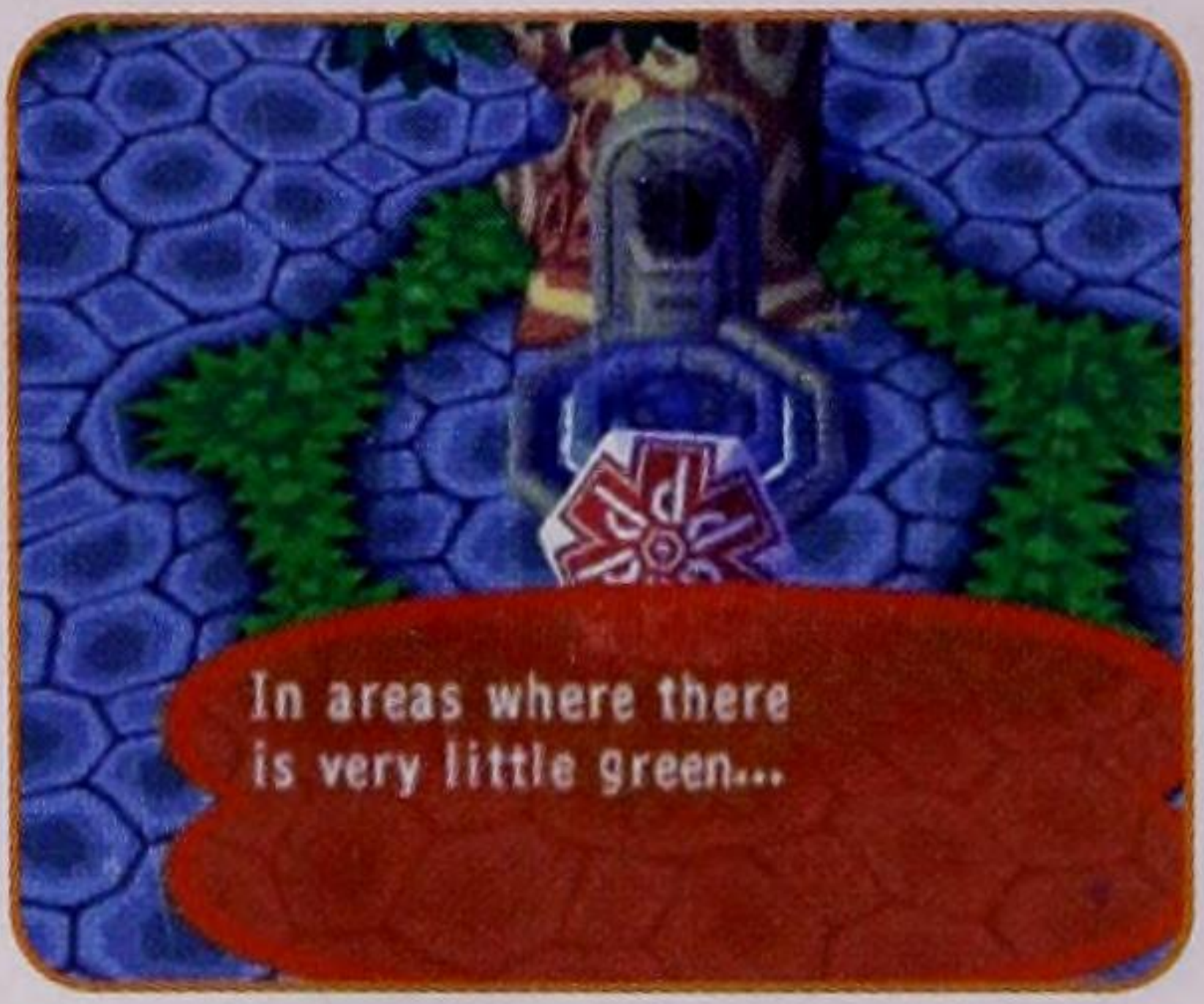
Tortimer
Let me give you a little something to encourage your exploratory spirit. Here!

A sample task would be to switch on the Lighthouse while he takes a vacation. He will also appear at special events, create a new bridge to link areas of town up, so be kind to this old tortoise—he can reward you with loads of rare items!



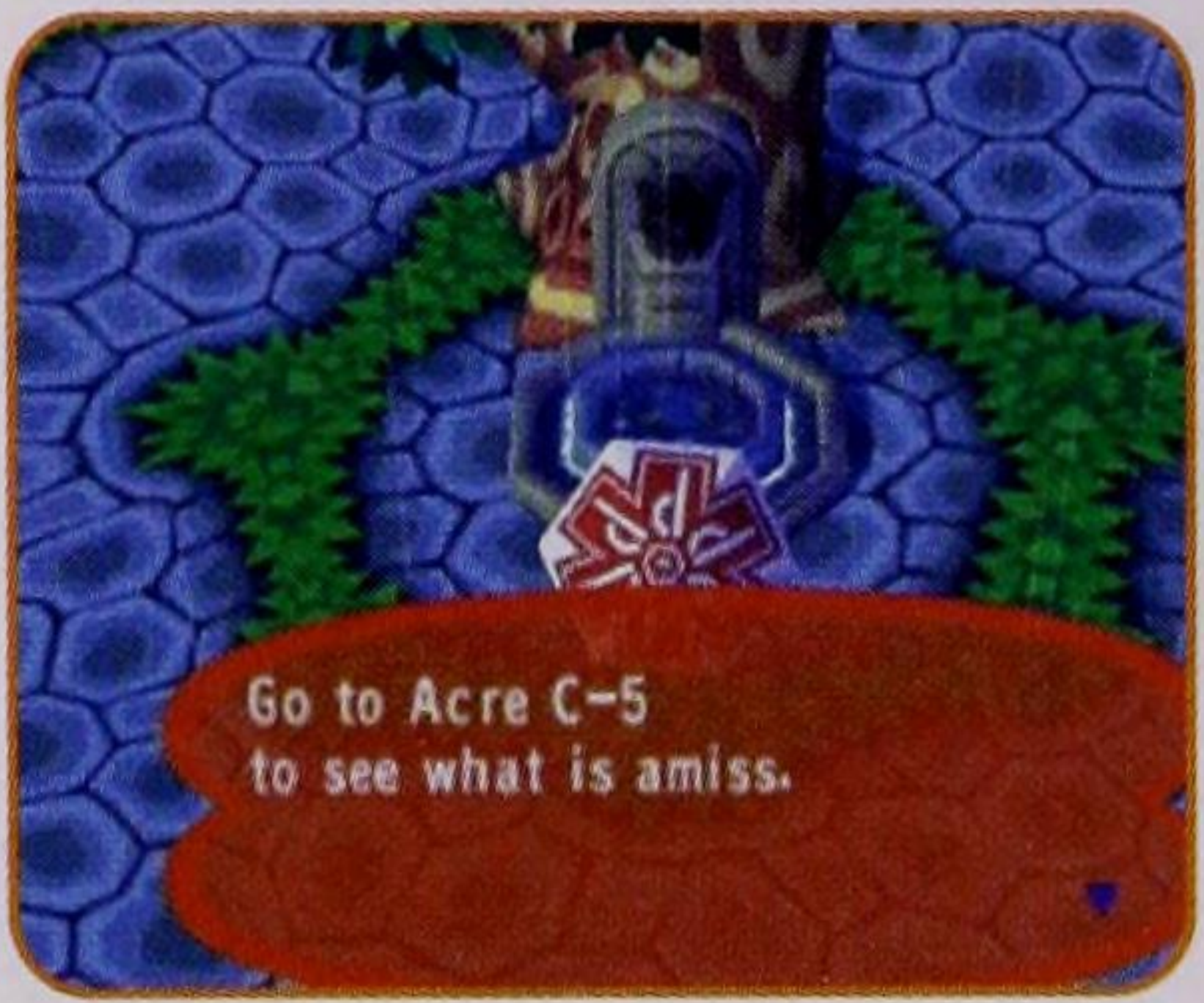
What errand
the wishing
funktown?

However, the main thing to do at the Wishing Well is to ask about the town. Do this by pressing Ⓐ at the Well. You're given a list of possible questions.



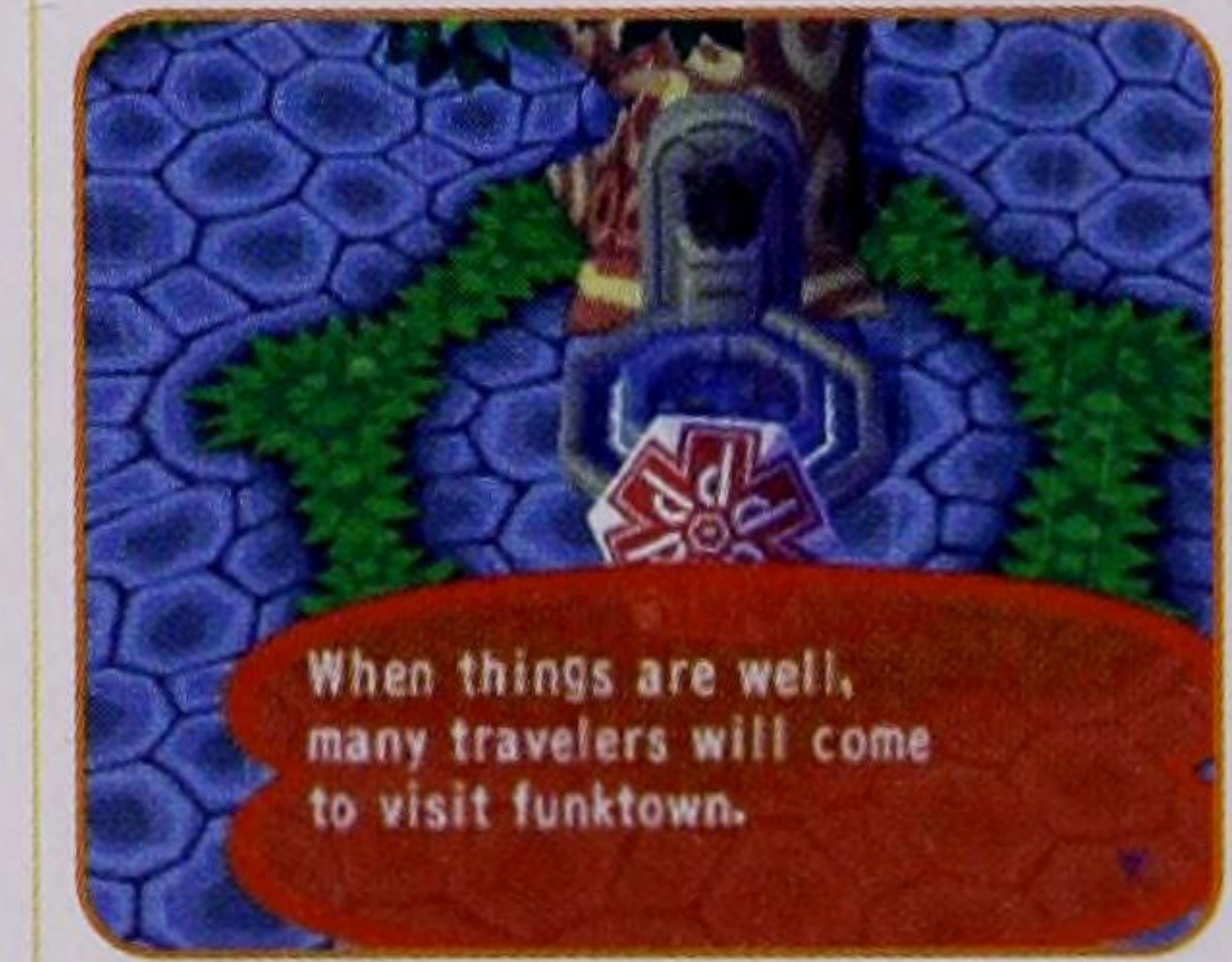
In areas where there is very little green...

If you ask the Well "How are things?", he lets you know of any "uneasy" areas of town, where there's a lack of greenery. This Wishing Well likes grass, trees, and plants in his village.



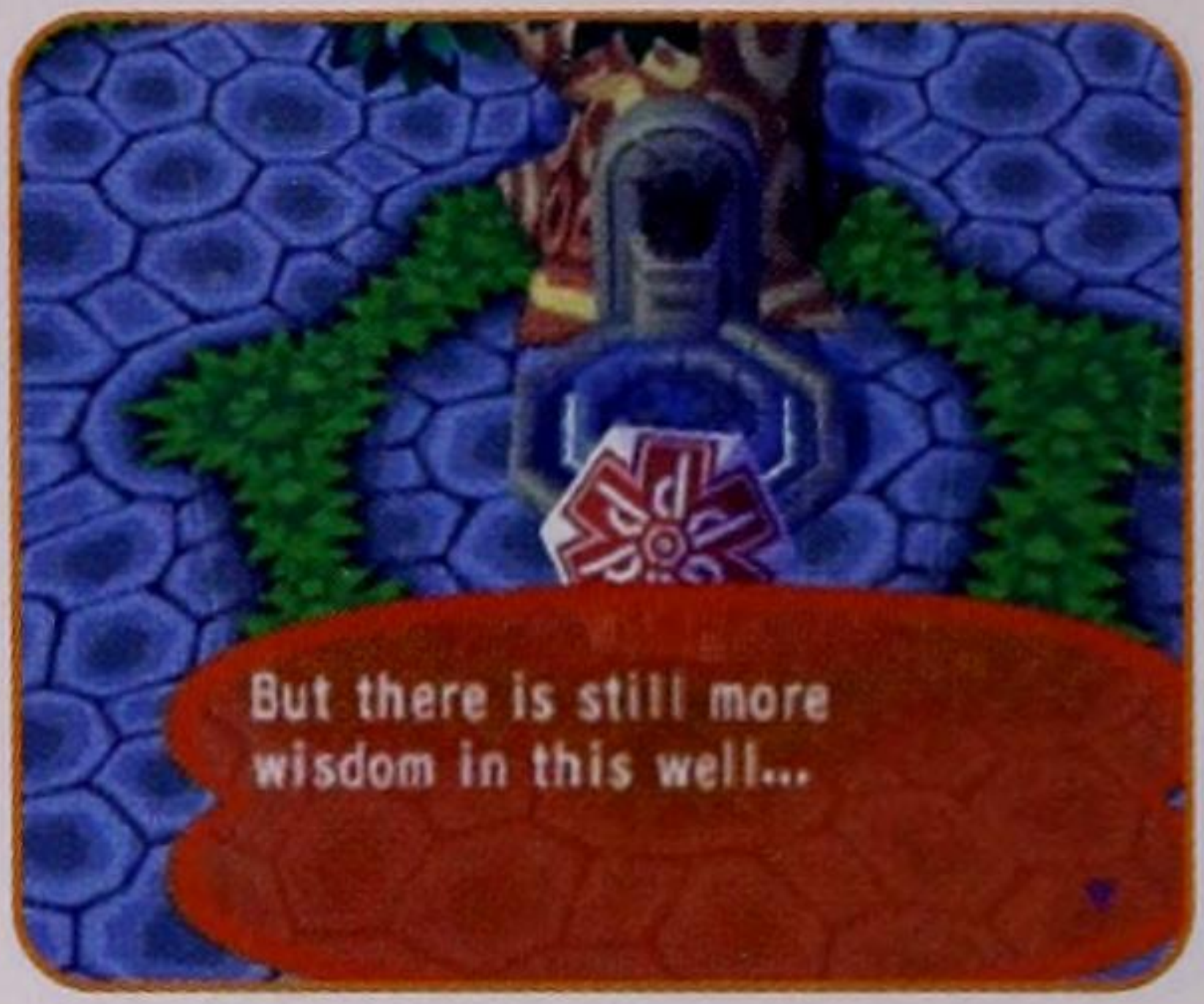
Go to Acre C-5 to see what is amiss.

He also lets you know if there's something buried in a particular area of town (such as "B-4"). Scurry over and try to find the item. What can you do to find it?



When things are well, many travelers will come to visit funktown.

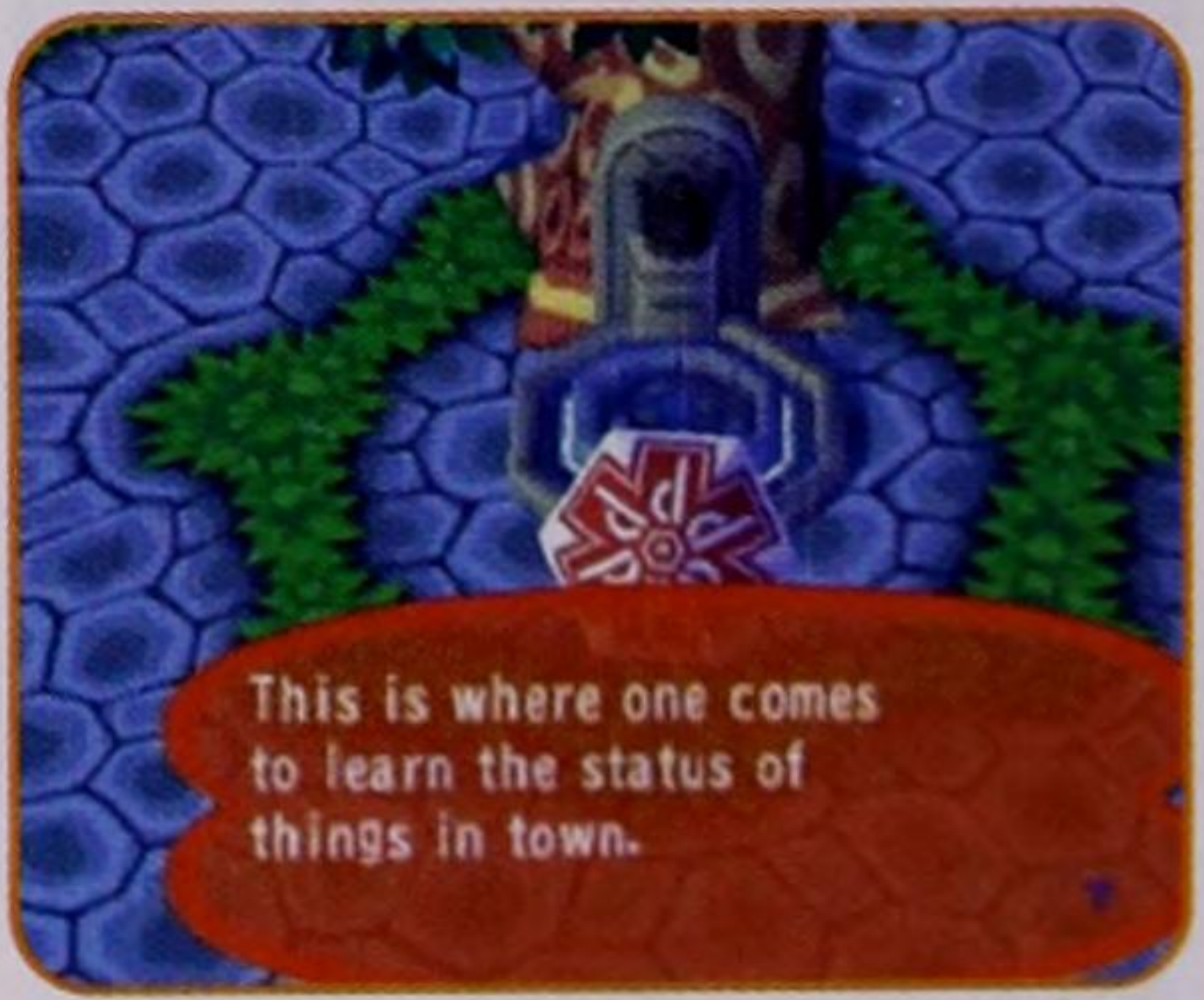
Well, the Wishing Well wants plants and trees, so dig holes with the Shovel, and plant flowers and fruit trees or saplings in the barren area. Or, just leave it alone. Come back to the area a few hours, days, or weeks later and something may appear!



But there is still more wisdom in this well...

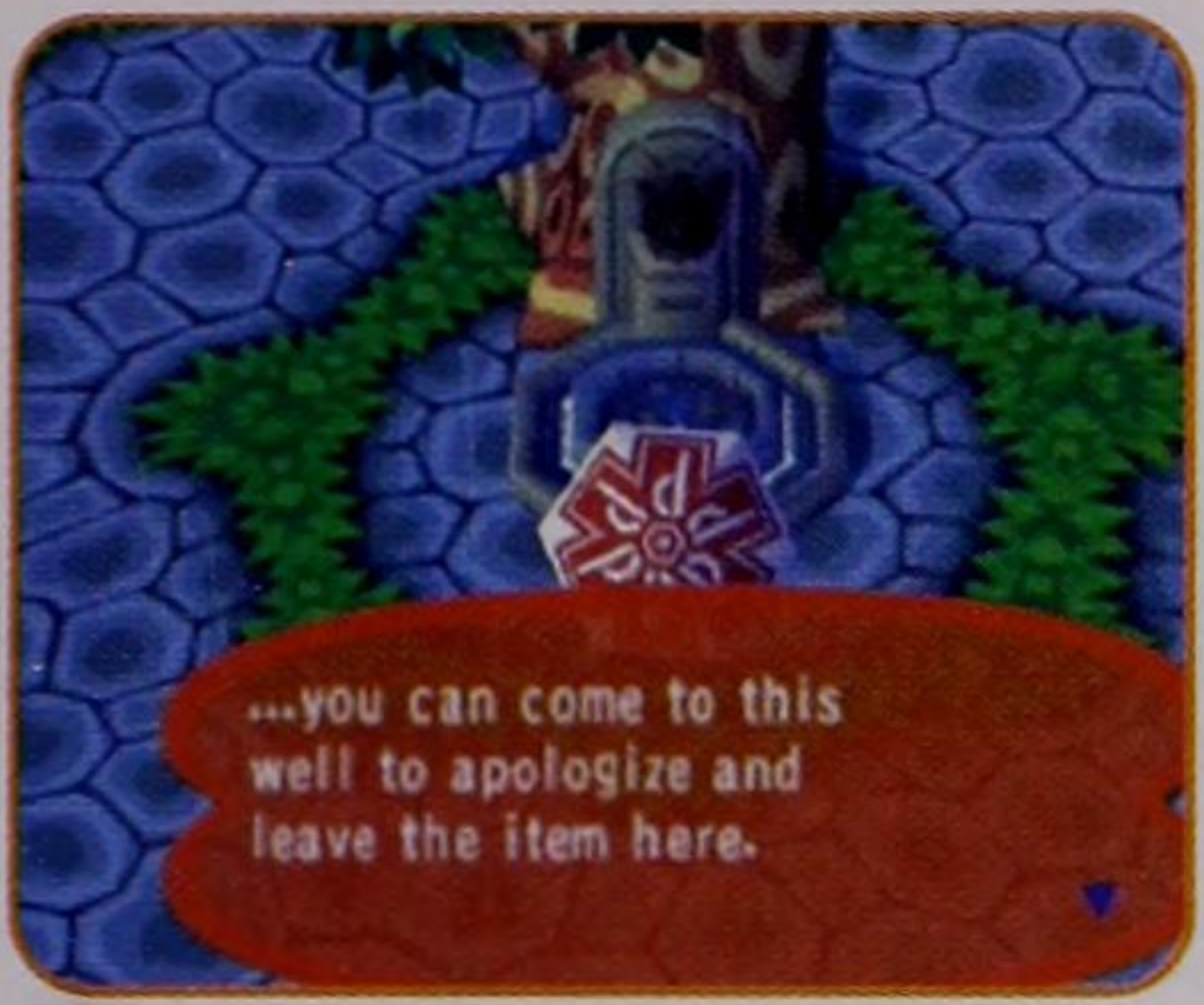
The Wishing Well is notoriously vague, and he expects you to take care of the town, uprooting weeds and so forth, before you get any prizes.

You must keep uprooting weeds, and planting trees in the areas of town that the Wishing Well suggests, until you can return and ask him how things are, and he responds that they are great! This means your town is perfect, and if you keep this up, you can be awarded prizes. Plus, all the inhabitants will be happy!

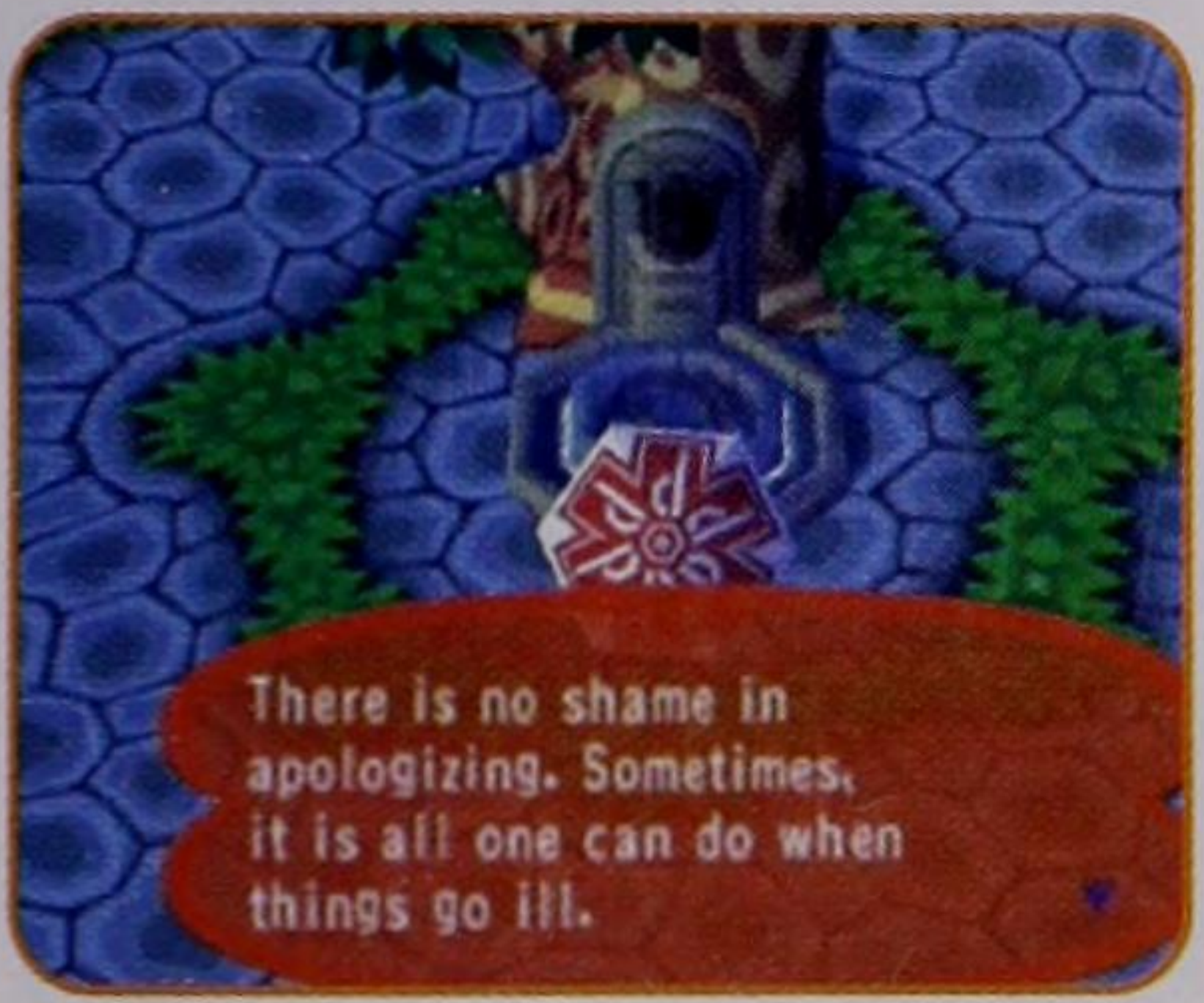


This is where one comes to learn the status of things in town.

Ask him "What's this?" and he tells you about the Well, and how people throw in money for good luck at certain times of year.


...you can come to this well to apologize and leave the item here.

You can "Apologize" and leave an item at the Well. These items are specifically borrowed items that you are attempting to deliver to another inhabitant.


There is no shame in apologizing. Sometimes, it is all one can do when things go ill.

Additionally, you can't just take an item and immediately give it to the Wishing Well and apologize. First you have to try to reach the person several times. If you have, the Well accepts the item.

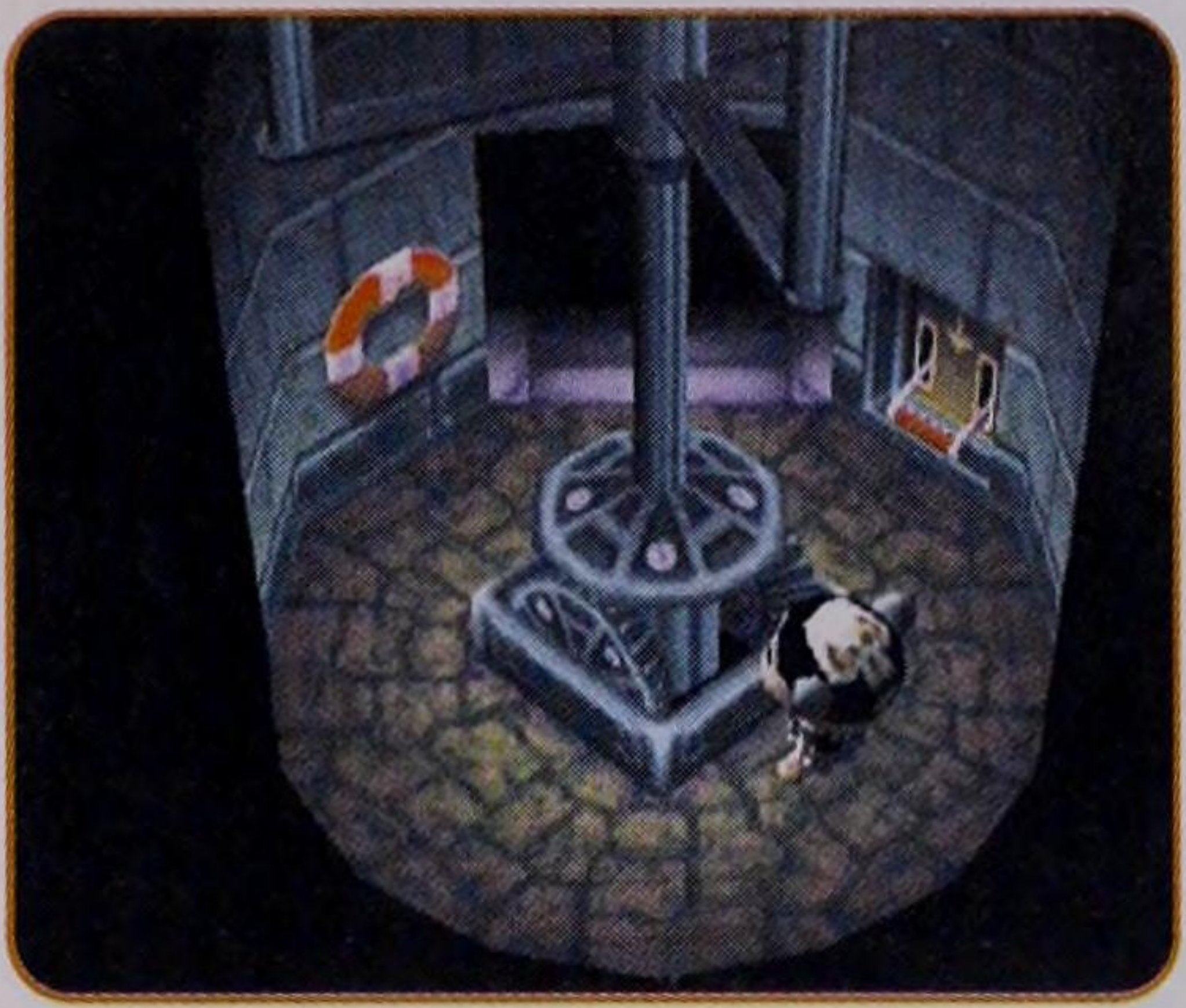
The Lighthouse

The tall white lighthouse is perched on the edge of the beach, usually in the south part of town. During the day time, it is simply a monolith to avoid, unless you're helping the mayor with a plan than involves it.

Every night between 6 and 10 p.m., Tortimer the mayor switches the Lighthouse light on, so that encroaching ships don't run aground on the sandy beach. The huge beam of rotating light looks spectacular!

Occasionally, if you talk to a character (usually Tortimer the mayor), you're asked to switch on the Lighthouse between 6 and 10 p.m. for several nights. One time this happens is when the mayor goes on vacation.

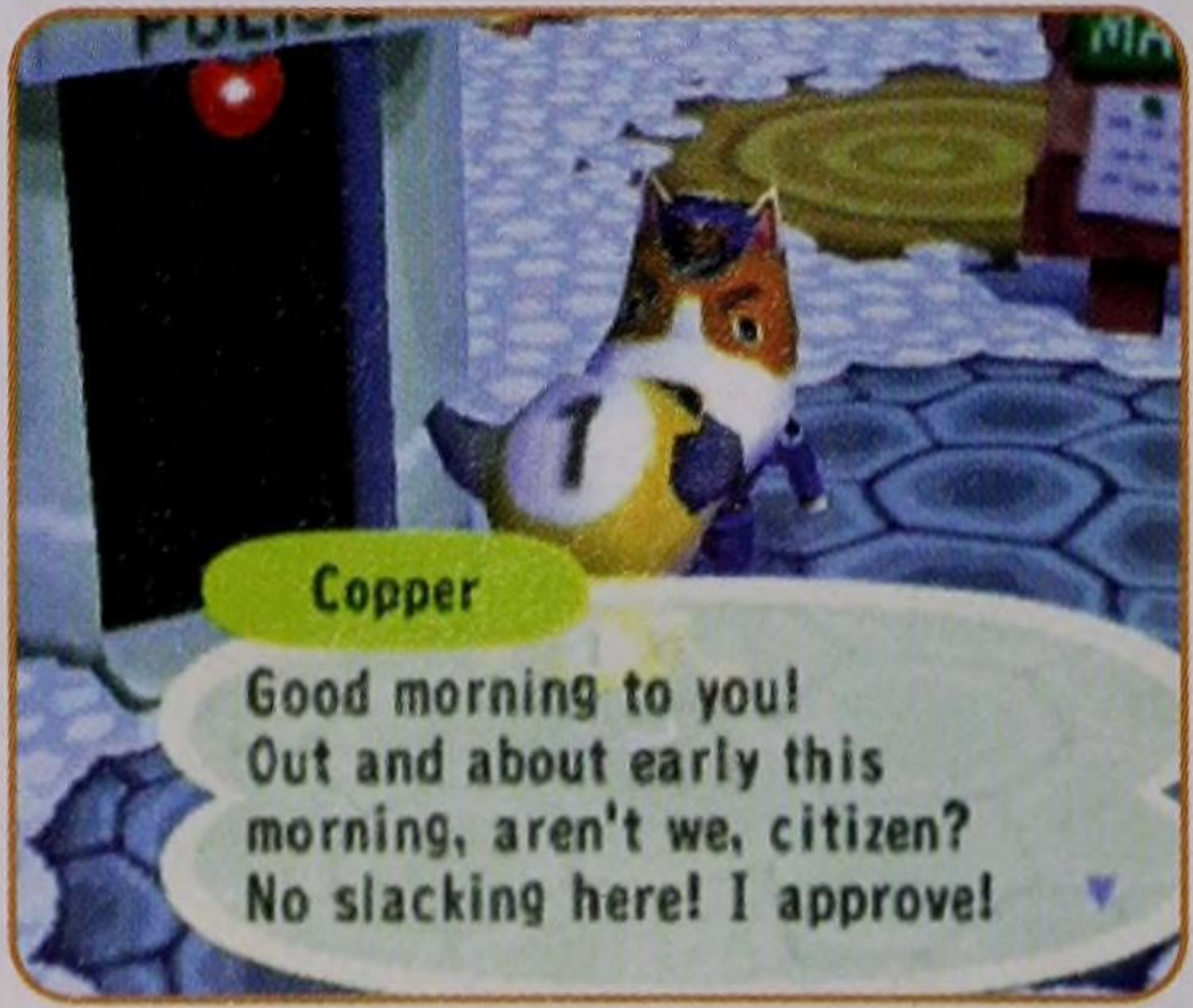
Can you handle this responsibility? You'd better, because sailors depend on this light. Enter the Lighthouse from the north, heading south (you can't see the entrance). Once inside, flick the huge lever.



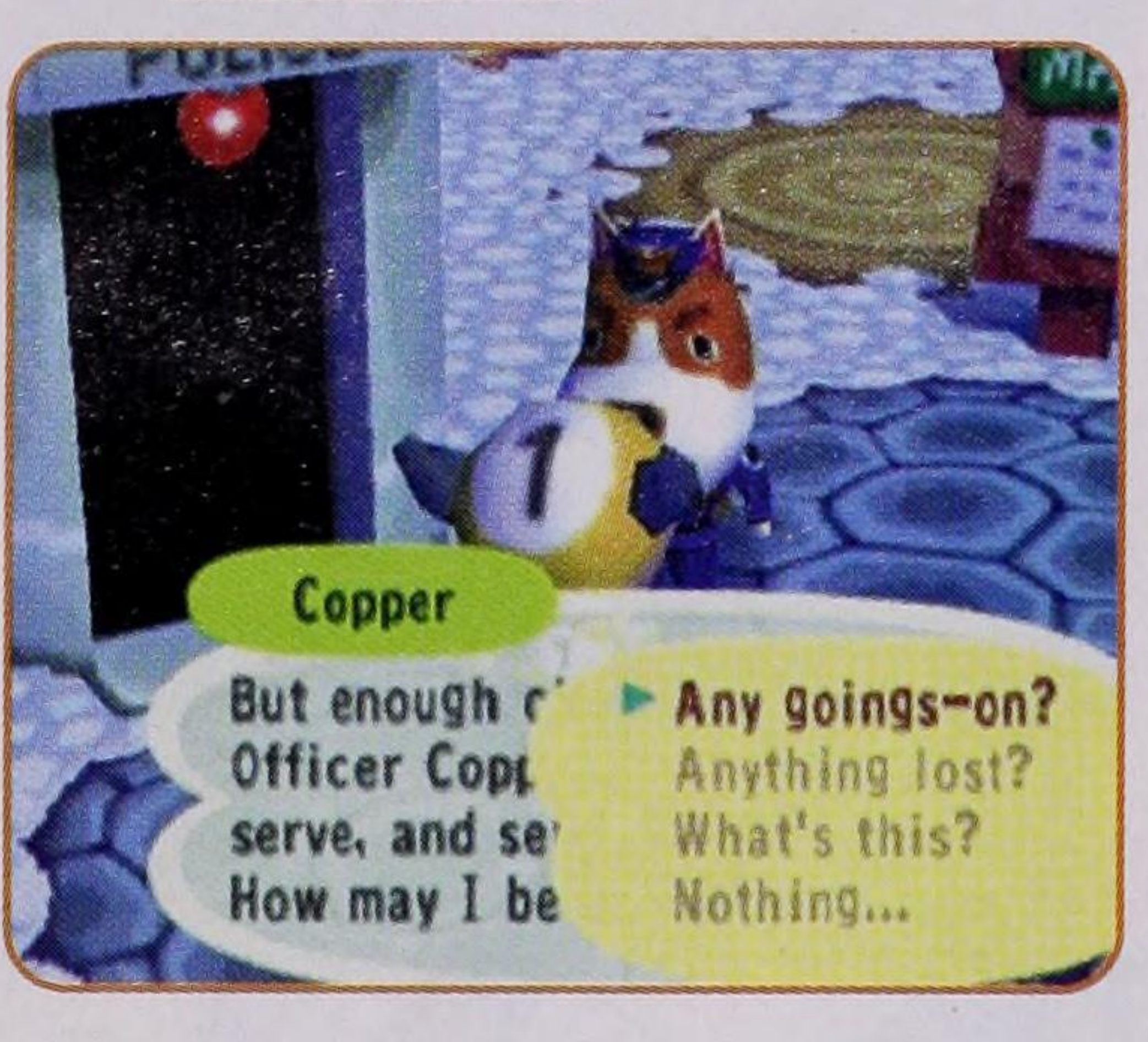
If you succeed, when the mayor returns he awards you a special prize for your dedication. Good job!

Police Station

Manned by a couple of hounds named Copper and Booker, this solid steel and cylindrical Police Station is usually quiet. After all, the citizens of your town aren't unruly slobs. However, the police still keep a vigilant watch for undesirables.

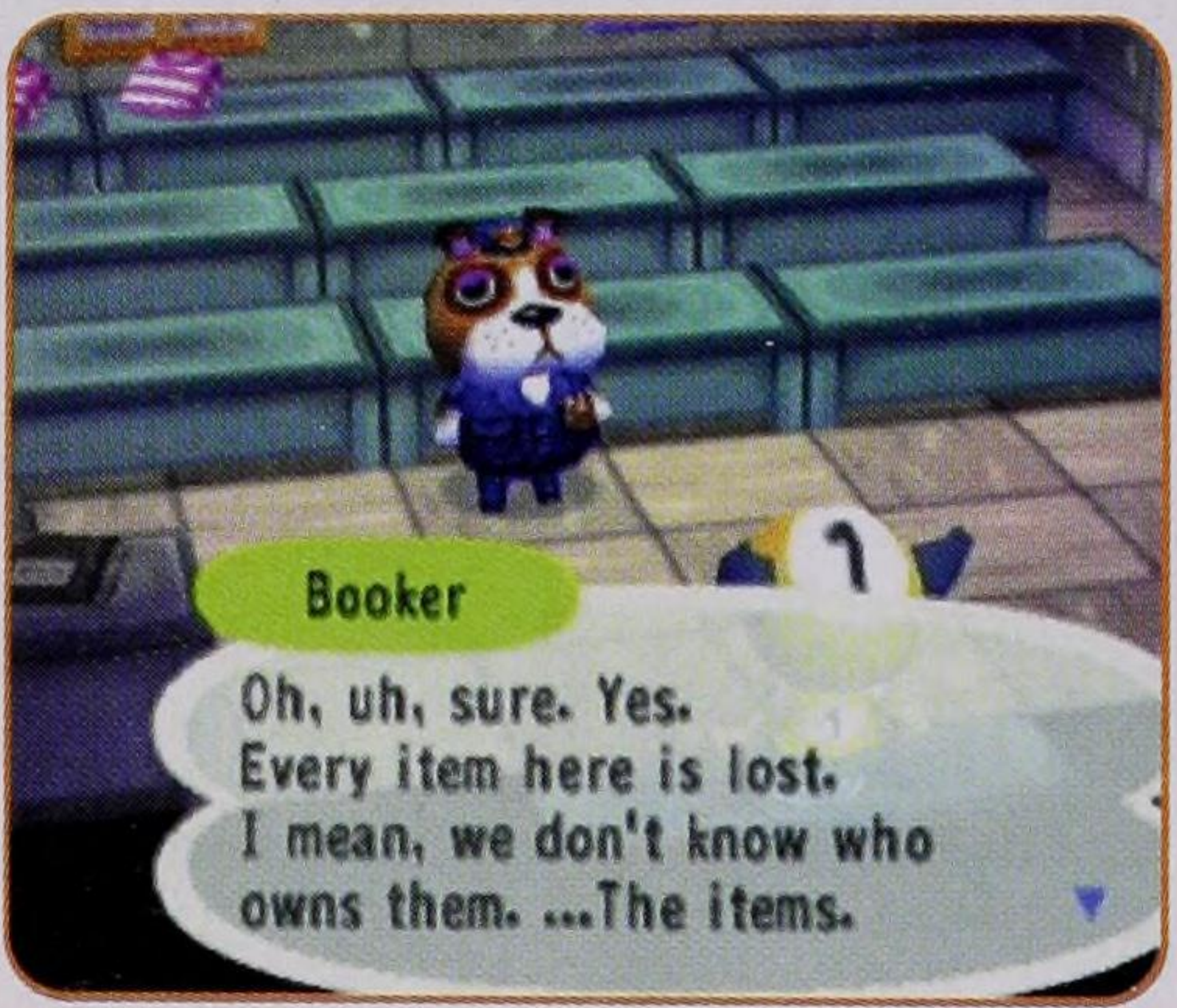

Copper
Good morning to you! Out and about early this morning, aren't we, citizen? No slacking here! I approve!

Stand outside the Police Station and talk to Copper. He shares a wealth of information. He lets you know what traveling salesmen, other characters, or special events are about to appear.



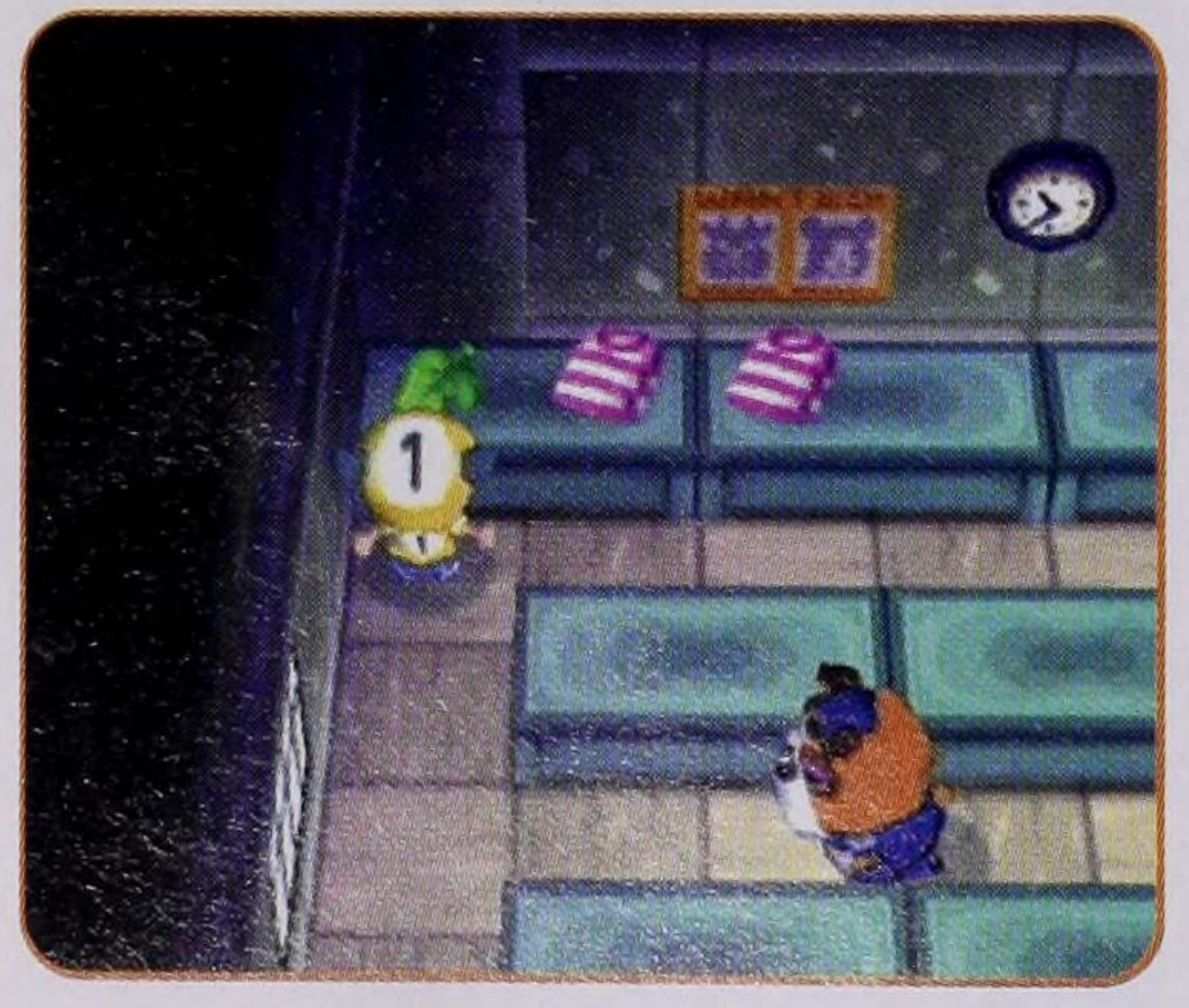
Copper
But enough c... Officer Copp... serve, and se... How may I be...
- Any goings-on?
- Anything lost?
- What's this?
- Nothing...

Sometimes his information isn't so good, but most of the time his informants are right on the money. If you hear a piece of information, write it down (either on paper, on a letter, or on the Notice Board for your friends) so you don't forget.

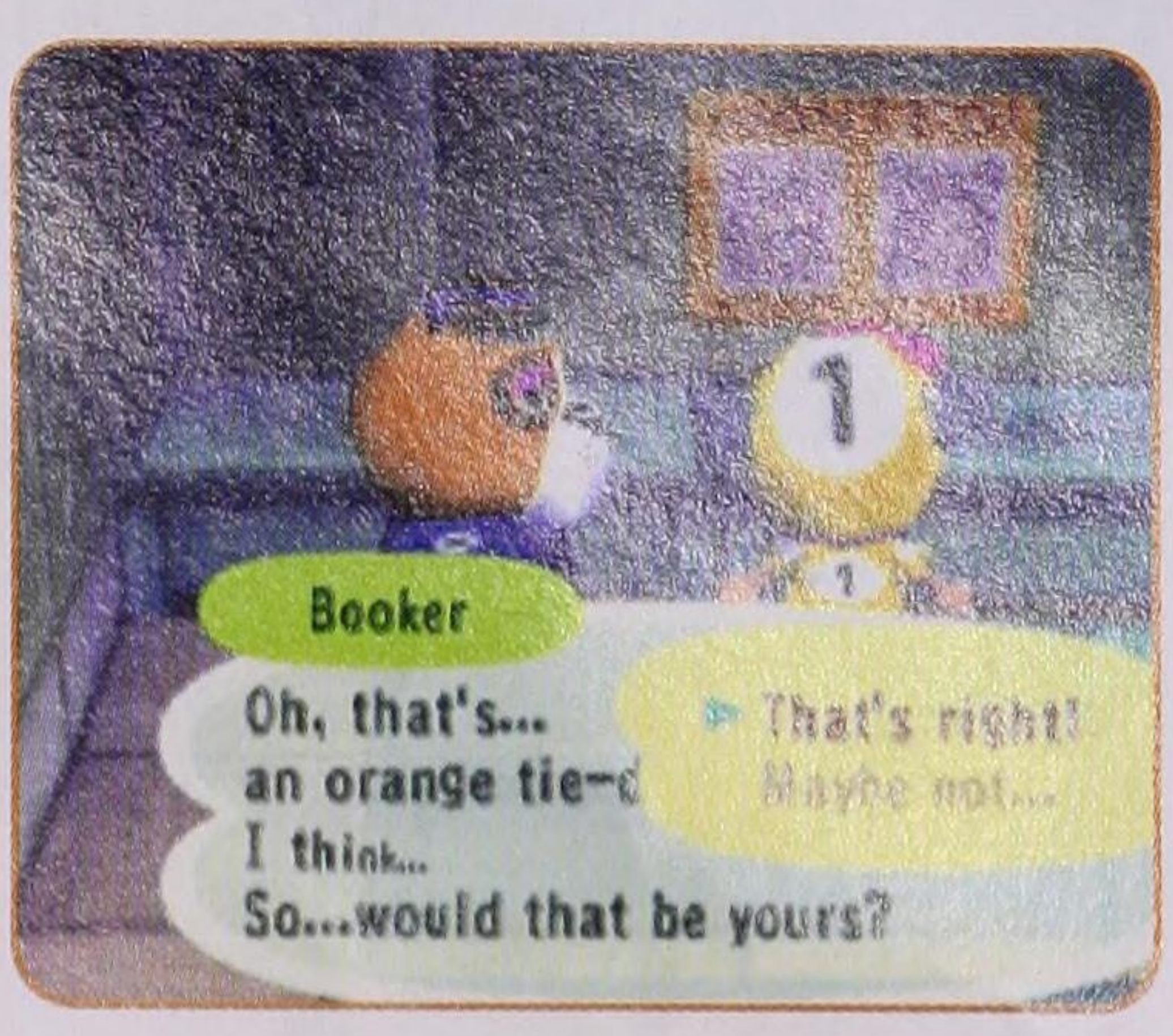


Booker
Oh, uh, sure. Yes. Every item here is lost. I mean, we don't know who owns them. ...The items.

If you venture inside the Police Station, you find a bumbling officer in charge of the lost property department. Every day, between one and three new items are added. If you leave these items alone, they start to pile up.



There can be up to 21 items in this lost property department, and no one ever claims them! Once 21 items are reached, the first items are thrown away as more are added. Those items are gone, sometimes forever.

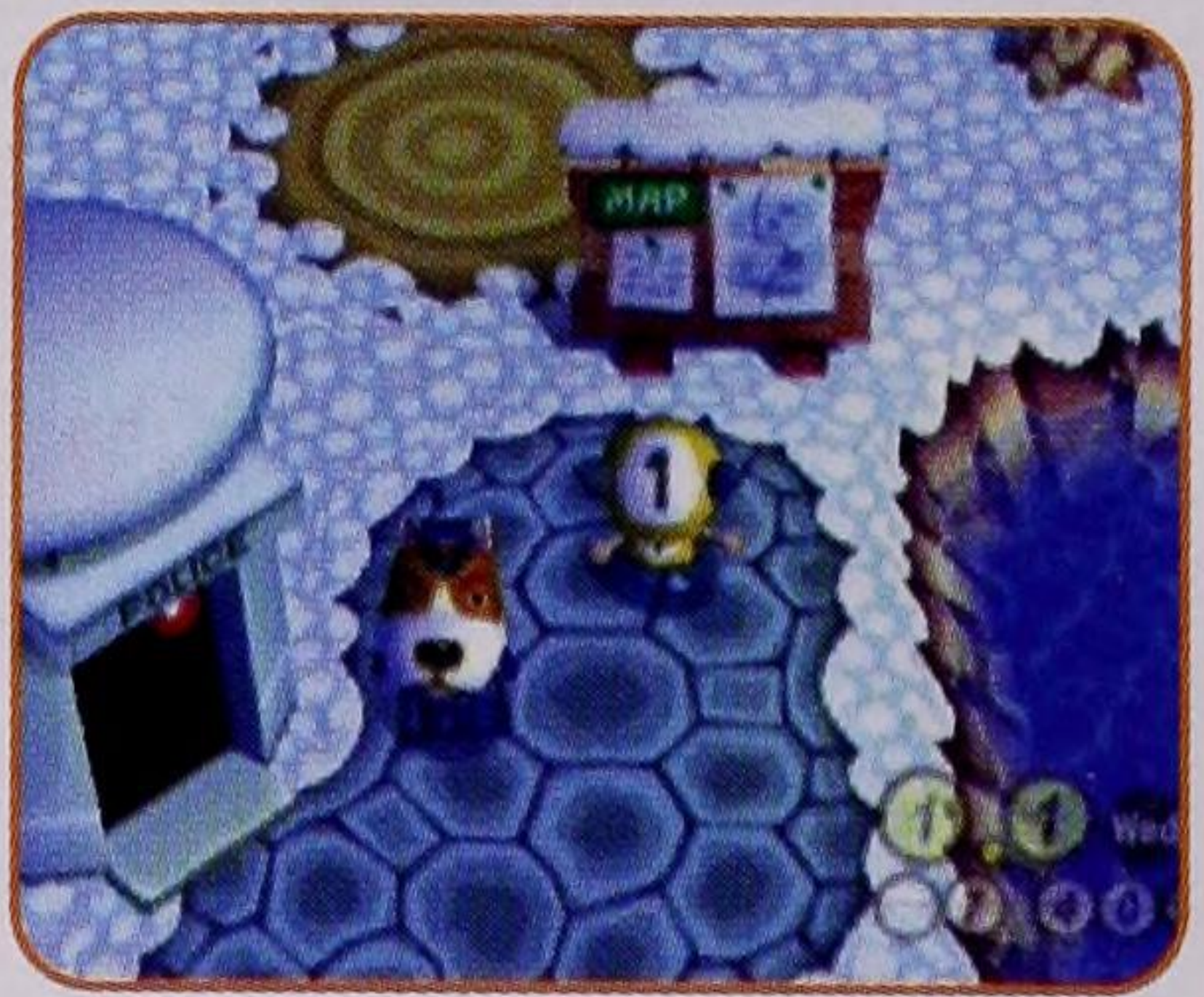


Booker
Oh, that's... an orange tie-... I think... So...would that be yours?
- That's right!
- Maybe not...

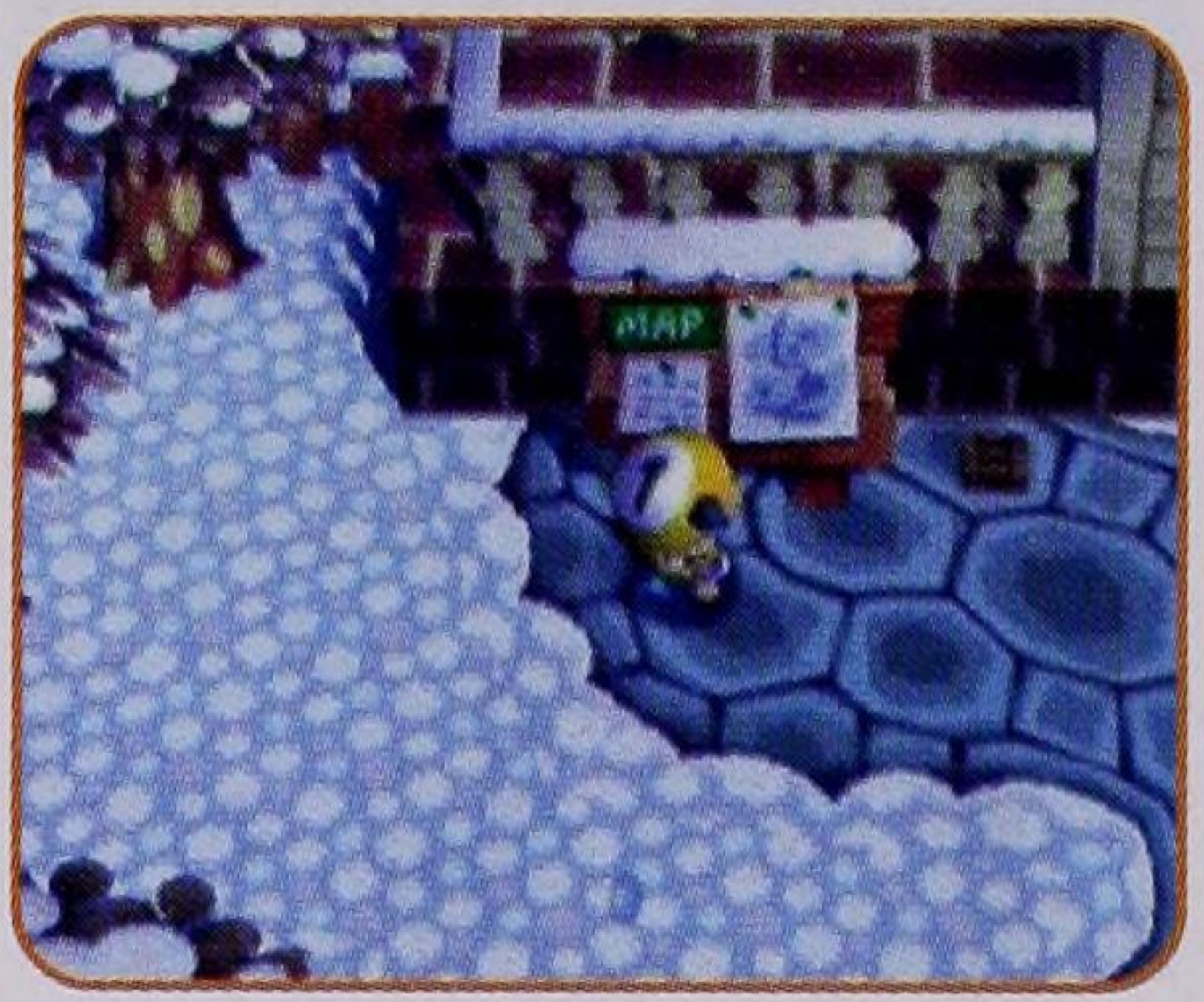
Prevent this from happening, and get free items by entering the Police Station and saying that the item you pick up is really yours. You can take as many items as you need.

Other Important Places

Map Notice

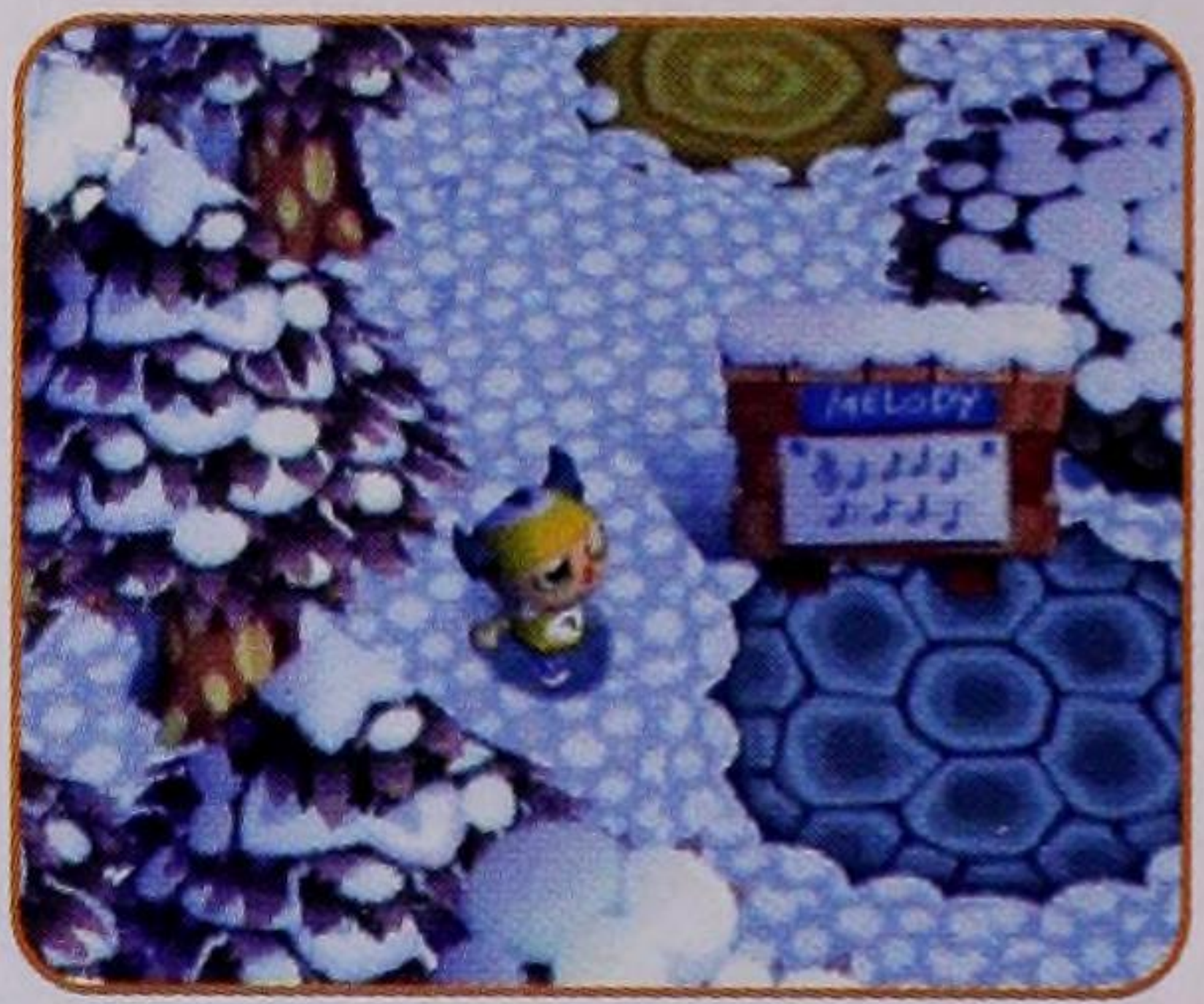


You don't have a map at the start of the game, when Tom Nook gives you your first home and you start working for him. However, the town has two handy Map Boards.

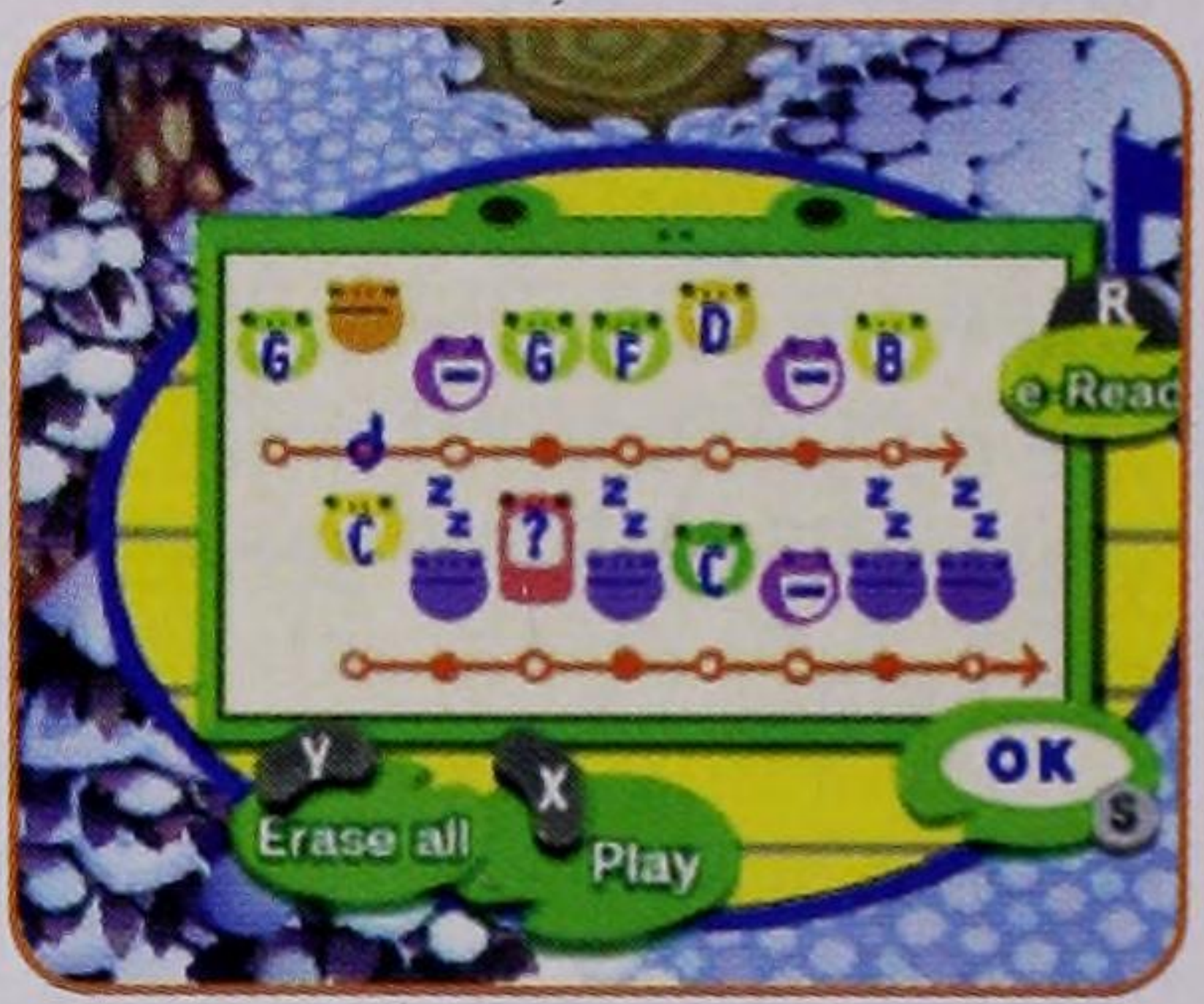


These maps show the location of every building and place of interest, as well as showing each unique town. Use this when you reach a friend's town, so you don't get lost. Find more information about this map in the Out of Town section.

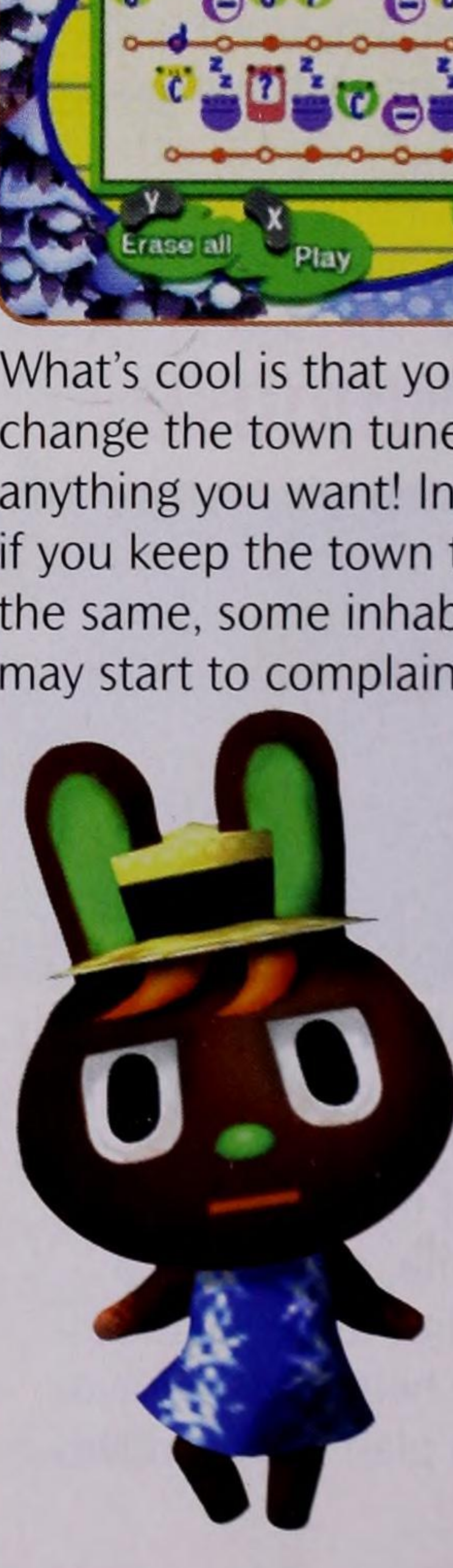
Melody Board

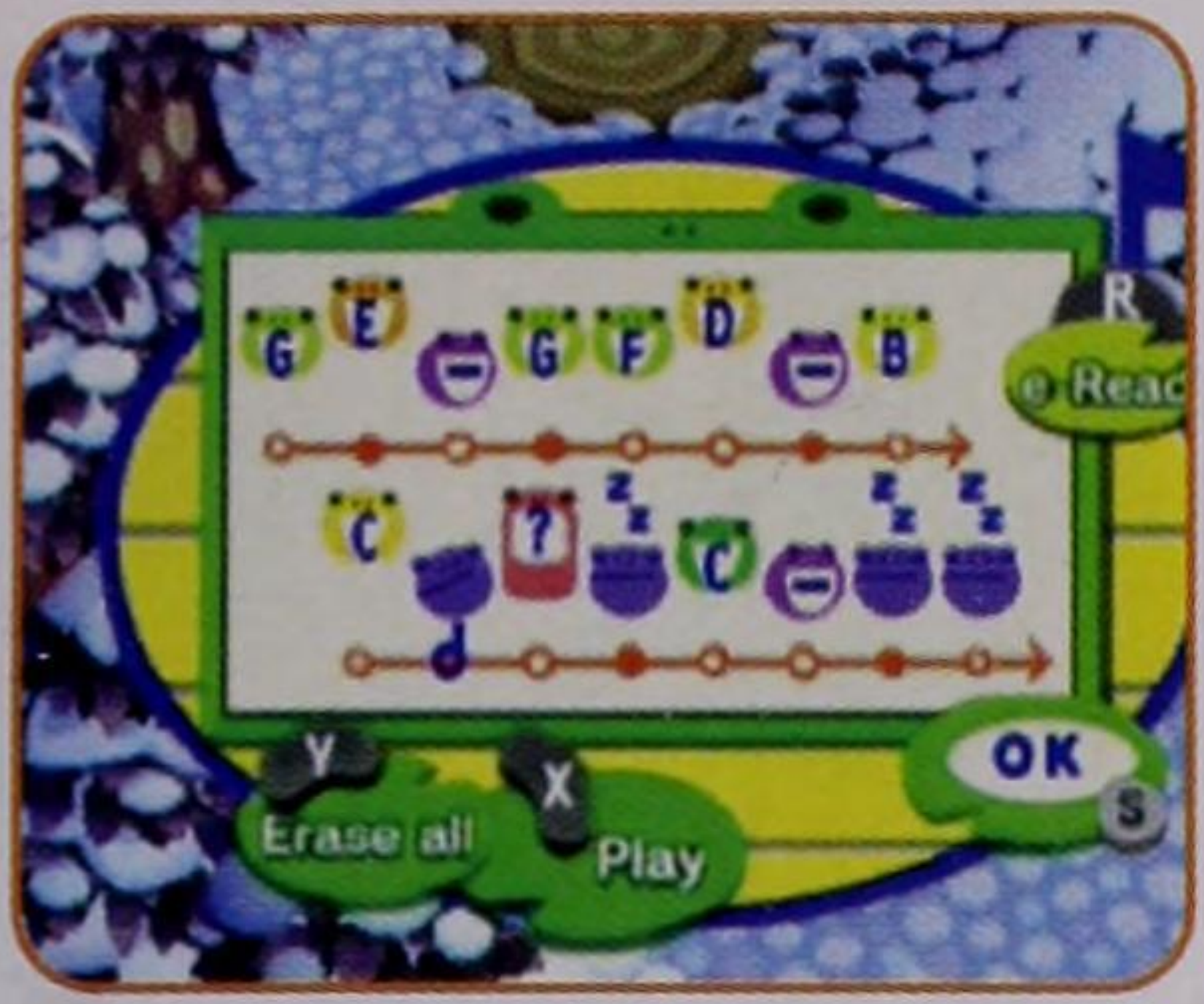


There's only one Melody Board in each town. This cool sign shows the town's song. This tune plays every time certain clocks chime (check the Museum clock), and every time you talk to someone.

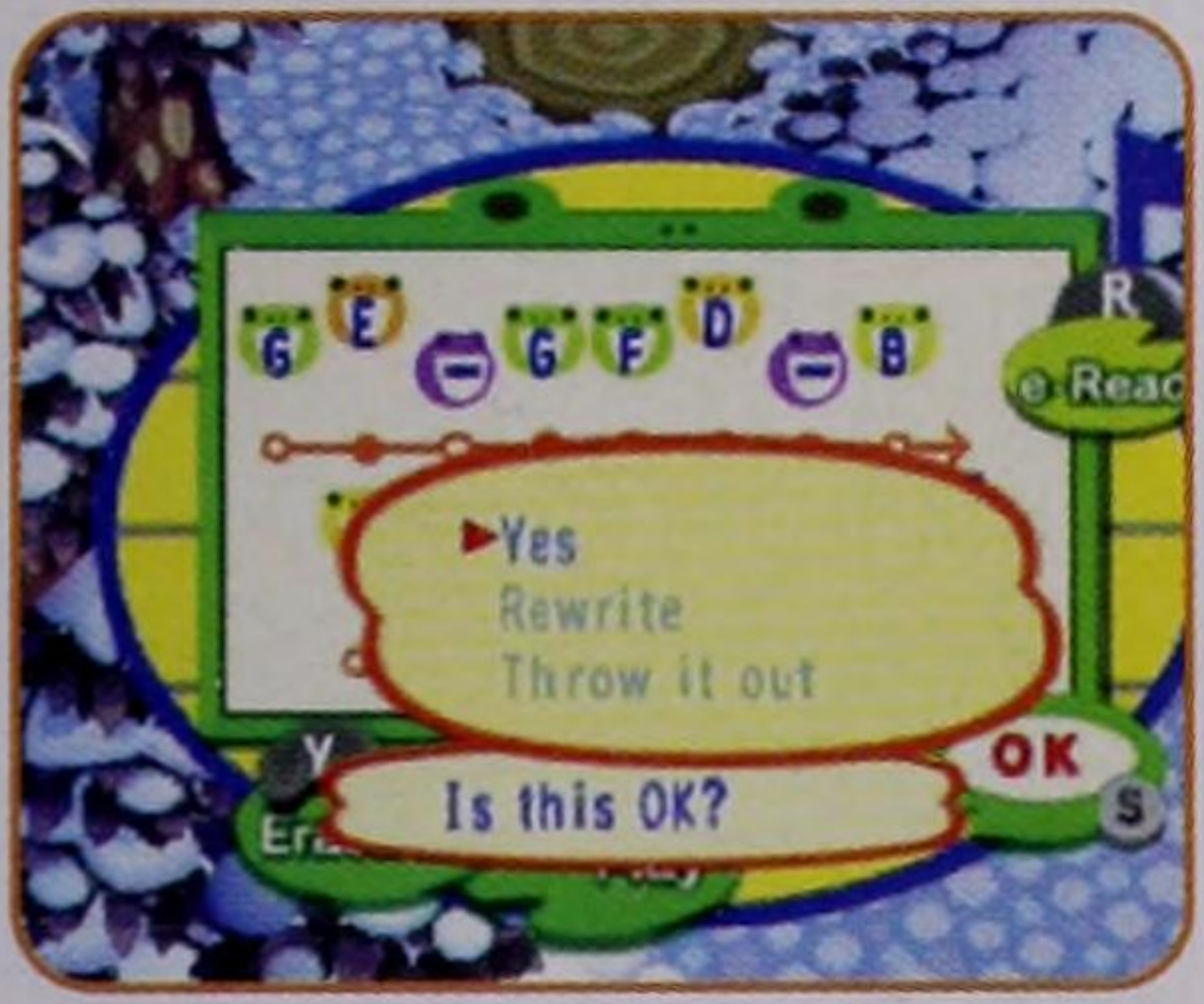


What's cool is that you can change the town tune to anything you want! In fact, if you keep the town tune the same, some inhabitants may start to complain.





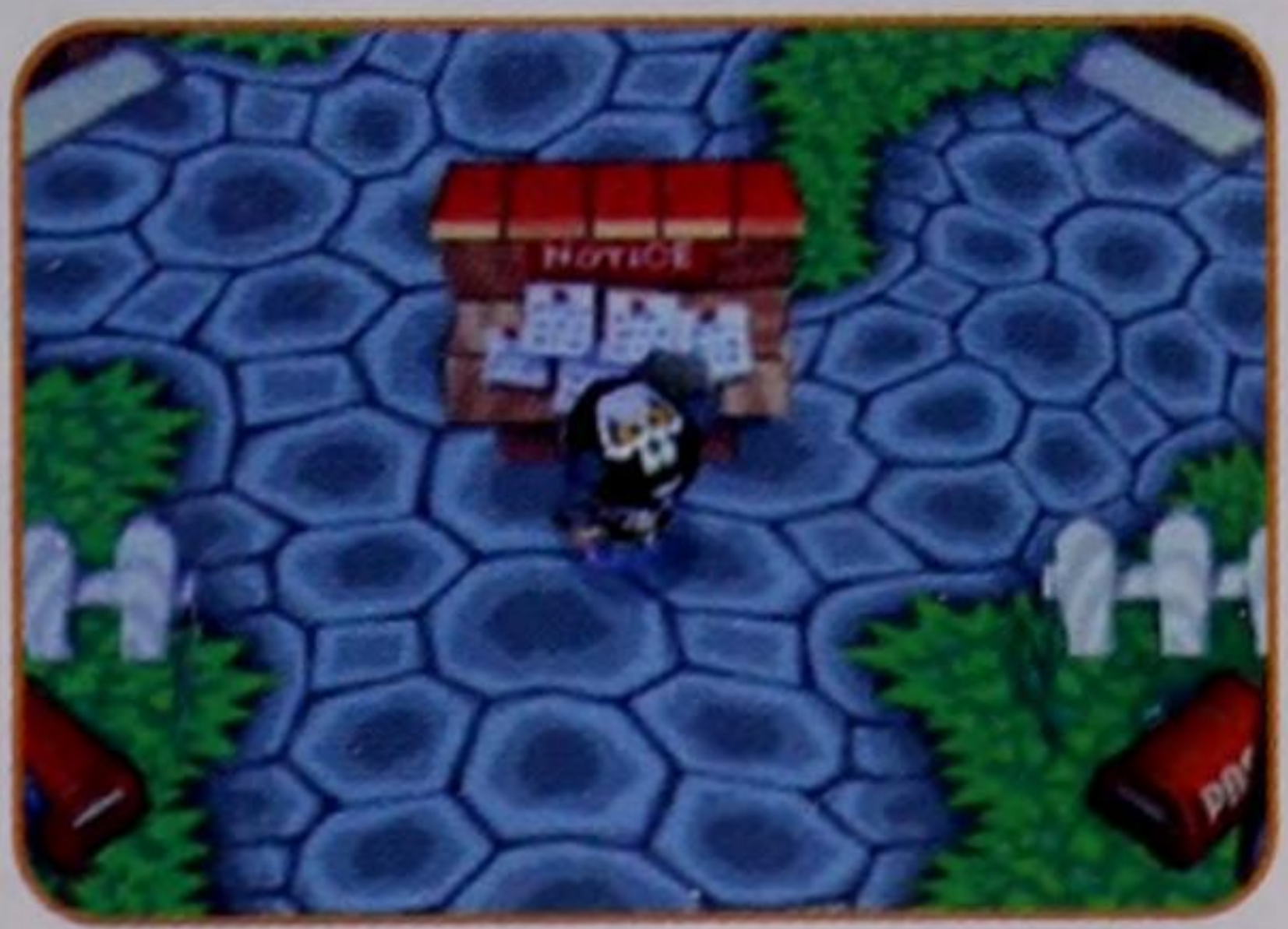
Take the time to craft a great tune, then save your game to permanently alter the sound. Then *your* tune will sound when clocks chime, and when you speak to various creatures.



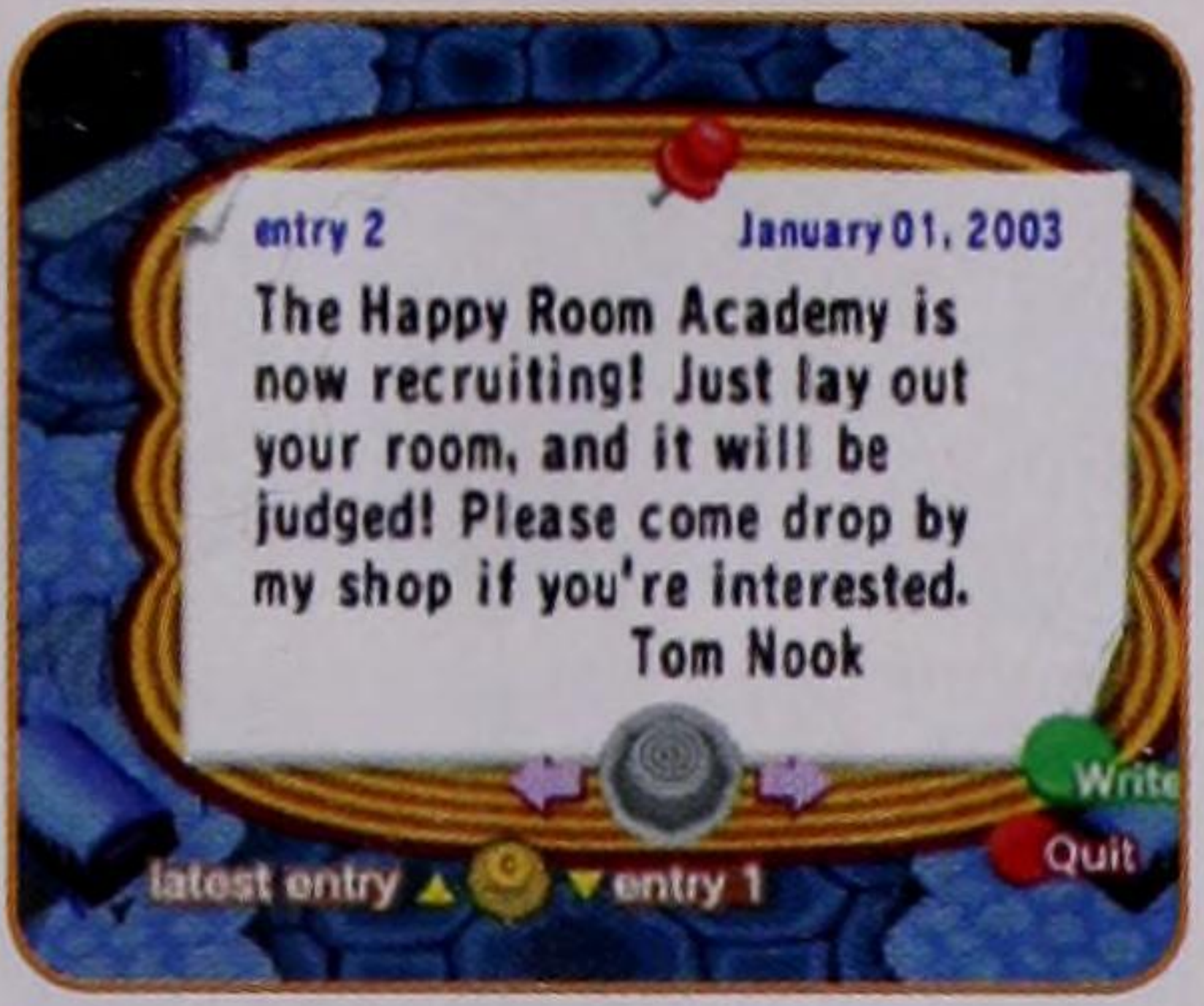
Is this OK?

Not only that, but if you connect an e-Reader card to your Game Boy Advance, and hook this to your Nintendo GameCube, you can read collectible cards with special tunes on them, and use those tunes in your game. Better start collecting! Start this feature by pressing R at the sign.

Town Notice Board



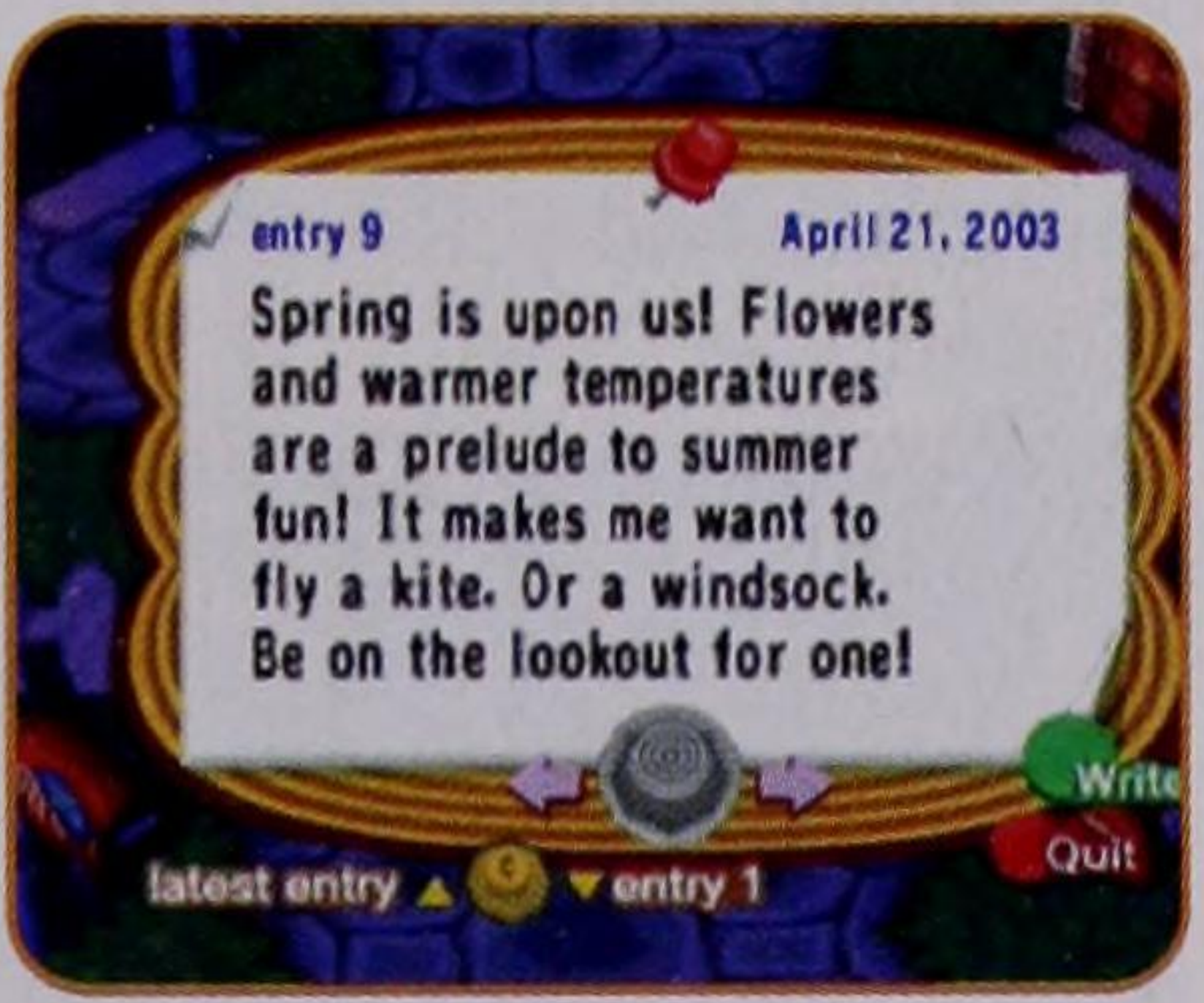
The Notice Board is usually in the middle of the four human-occupied homes. This is where Pete usually lands, too. Read all the cool notices.



entry 2 January 01, 2003

The Happy Room Academy is now recruiting! Just lay out your room, and it will be judged! Please come drop by my shop if you're interested.
Tom Nook

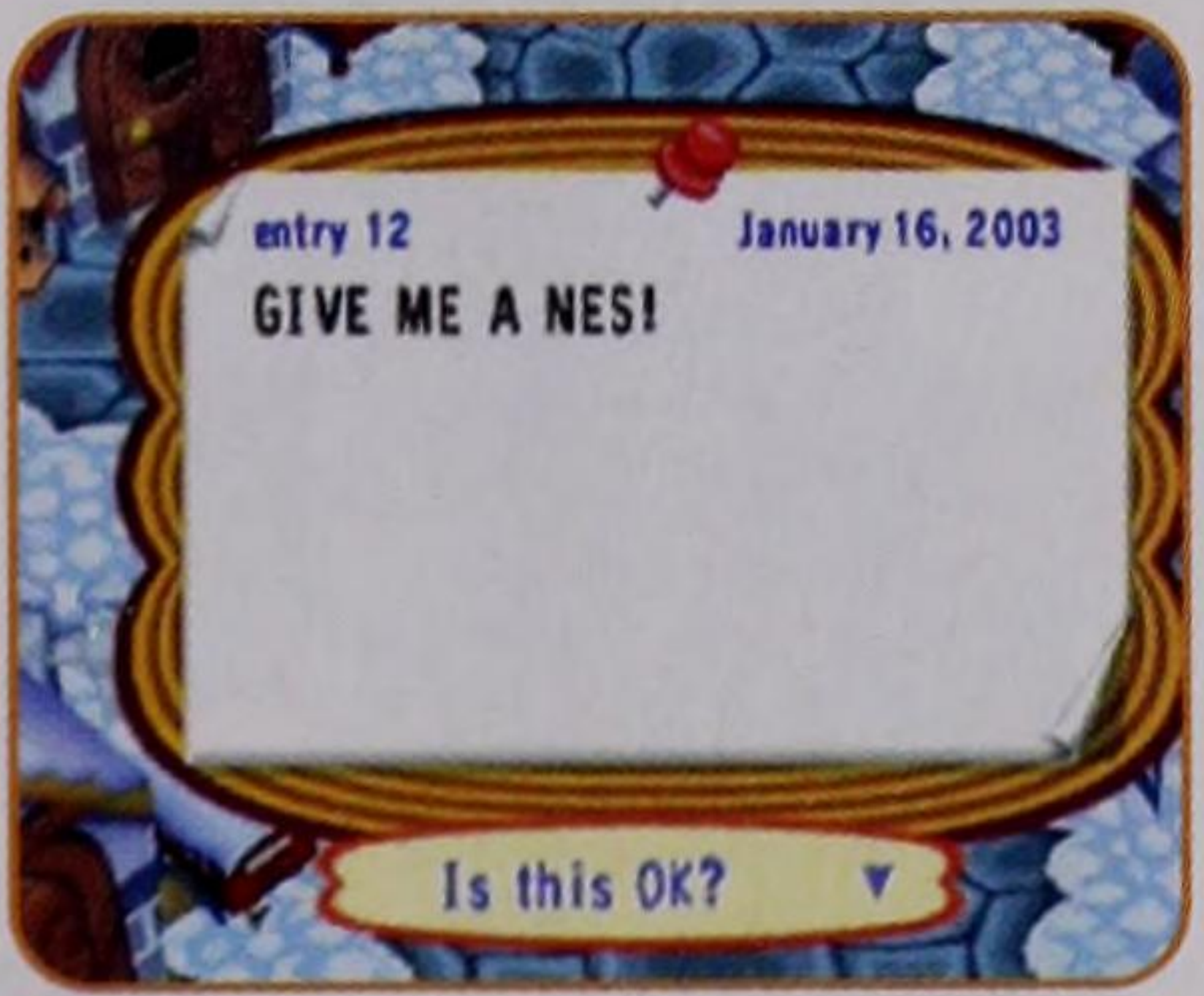
Use Ⓒ to scroll through the notices. Some are from Tom Nook, letting you know what's going on at the store. Some are "treasure hunt" notices from an inhabitant, telling you to look for a prize hidden around town.



entry 9 April 21, 2003

Spring is upon us! Flowers and warmer temperatures are a prelude to summer fun! It makes me want to fly a kite. Or a windsock. Be on the lookout for one!

You also find notices from the mayor and even notices about forthcoming events. Check the Notice Board every time you play, so you know about all the cool happenings.



entry 12 January 16, 2003

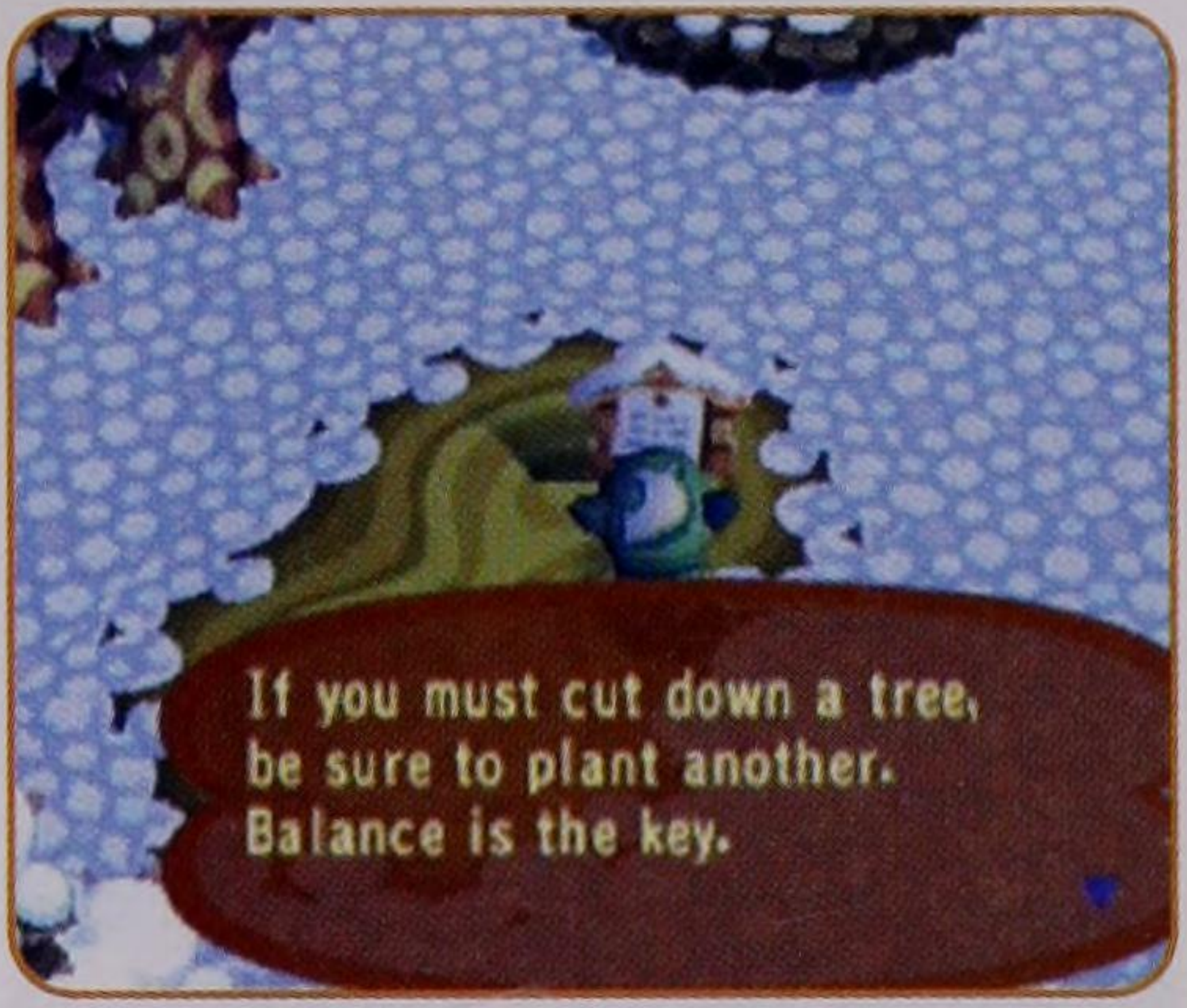
GIVE ME A NES!

Is this OK?

You and any other player can write notices to each other on the board. Use Ⓐ to write. Write anything you like, but remember that other people will read it! You can write on the Notice Board of another town, and the notice will stay there too.

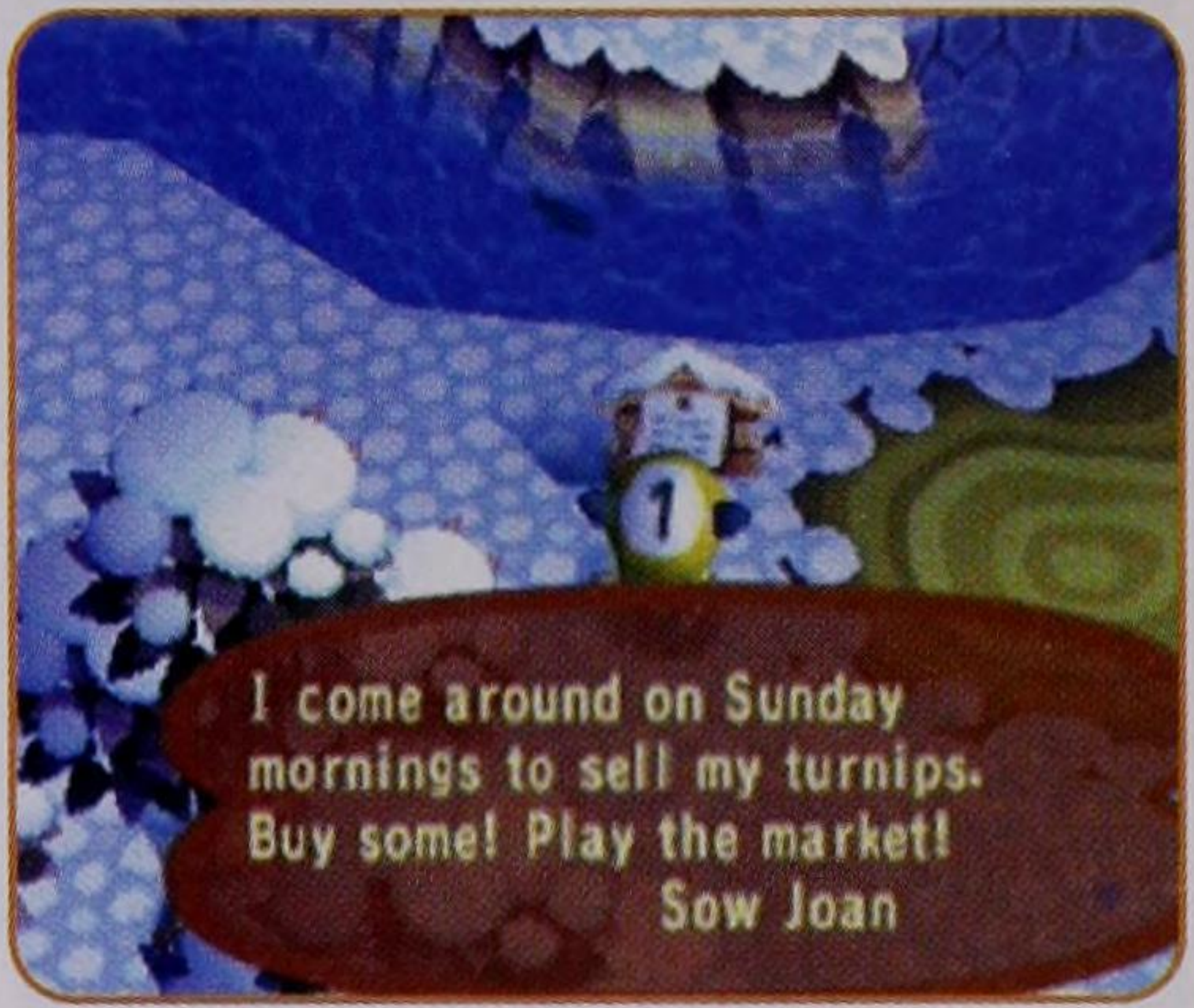
Small Notices

Scattered throughout the town are small wooden sign posts. Some contain humorous sayings, but some give information. One might describe how to fish, for example.



If you must cut down a tree, be sure to plant another. Balance is the key.

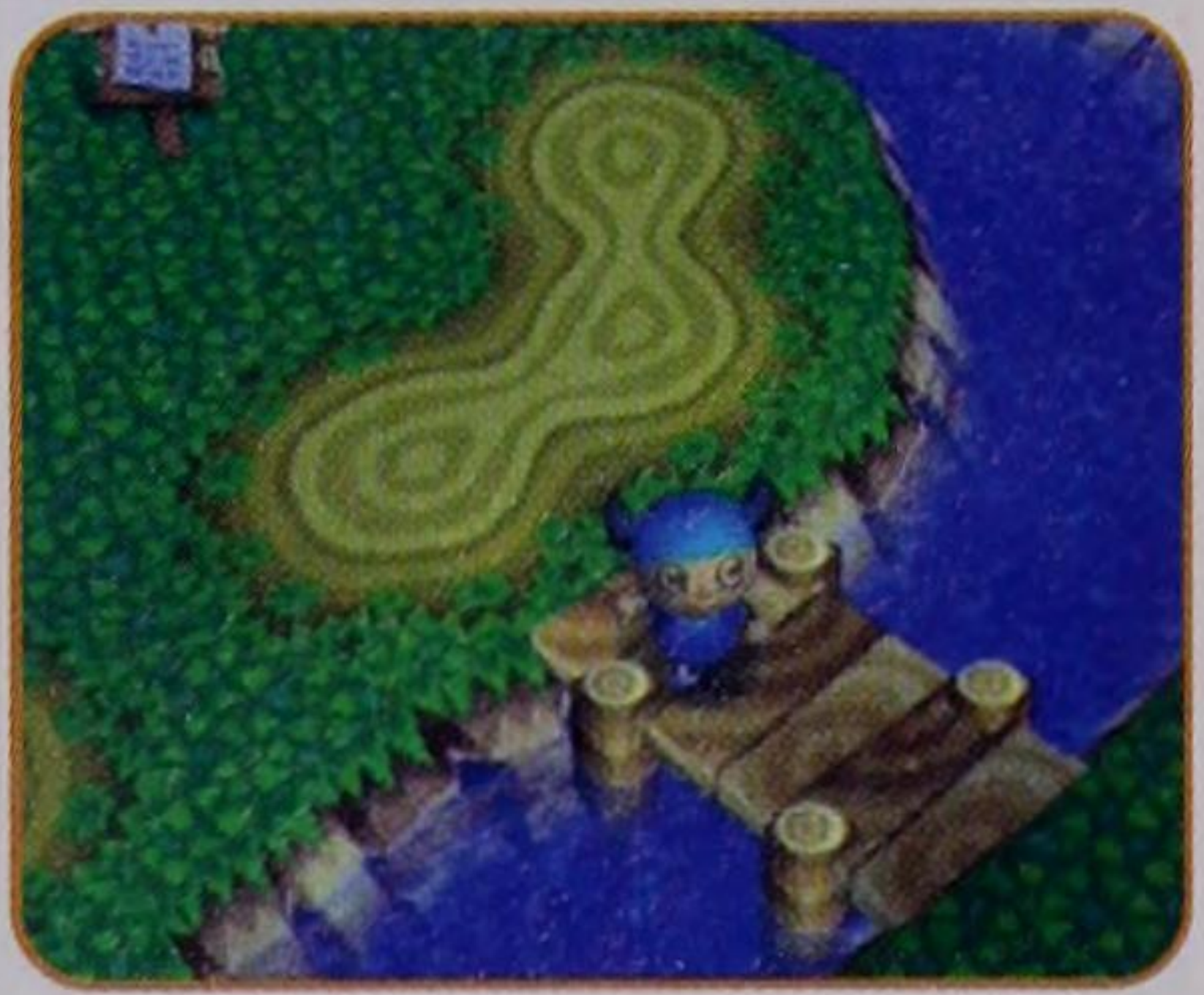
Other signs tell you when Joan the Turnip lady comes by, and the general area she's in. Each sign has a different message, and these are sometimes clues, so read every sign in the village!



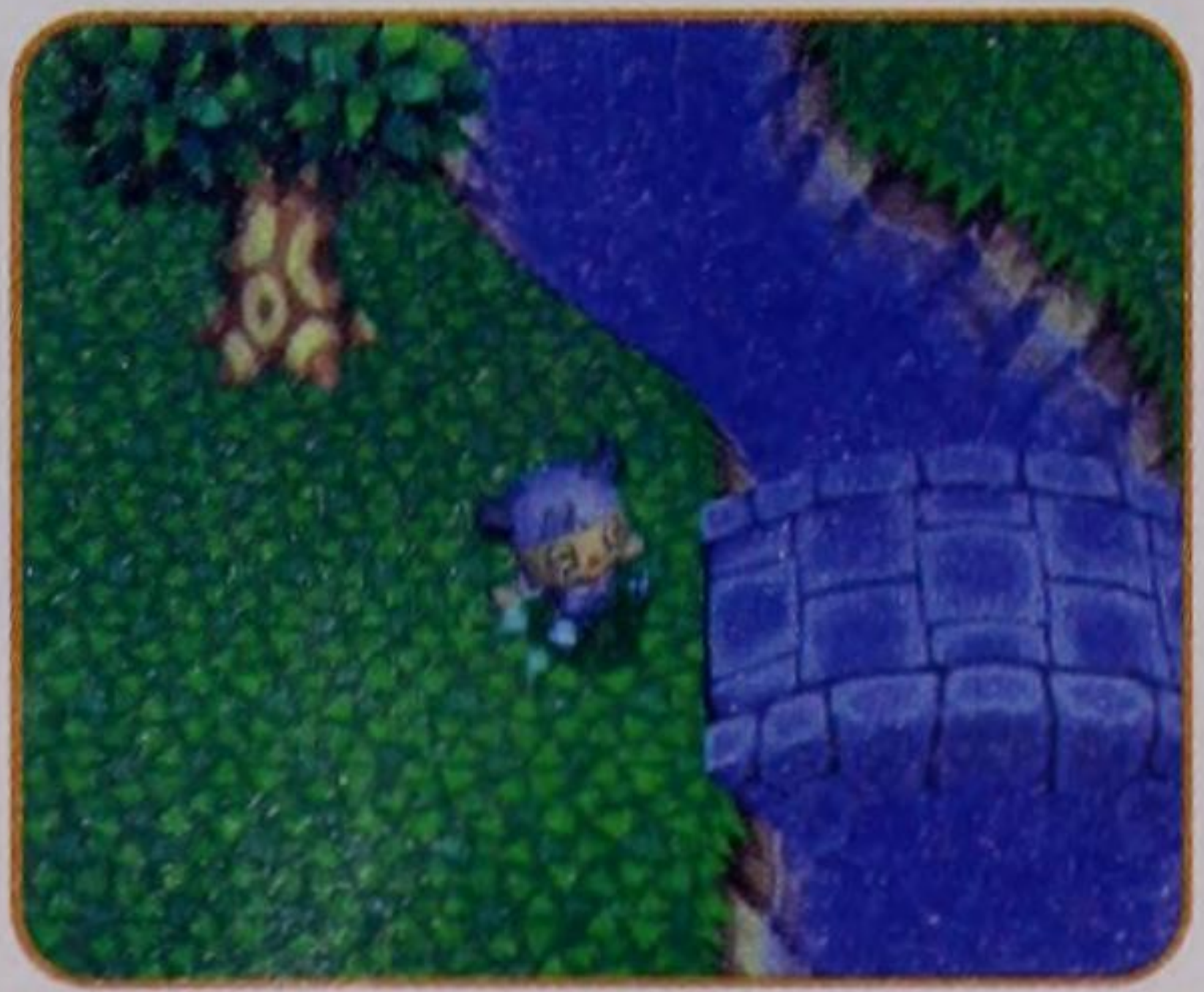
I come around on Sunday mornings to sell my turnips. Buy some! Play the market!
Sow Joan

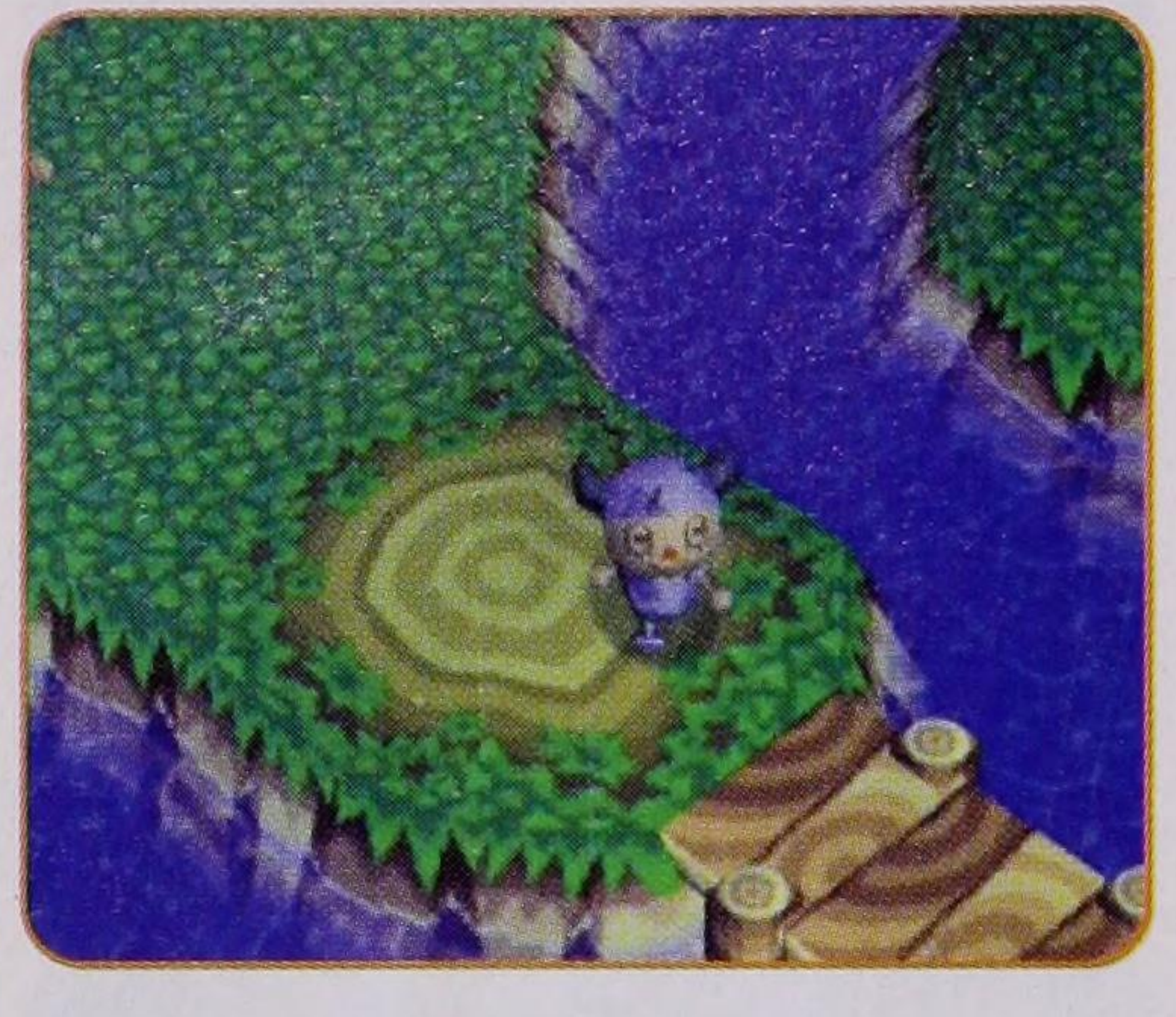
Bridges

Your town has a river running through it, and large cliffs that you can't pass. Fortunately a couple of bridges allow you to go into the farther parts of town.



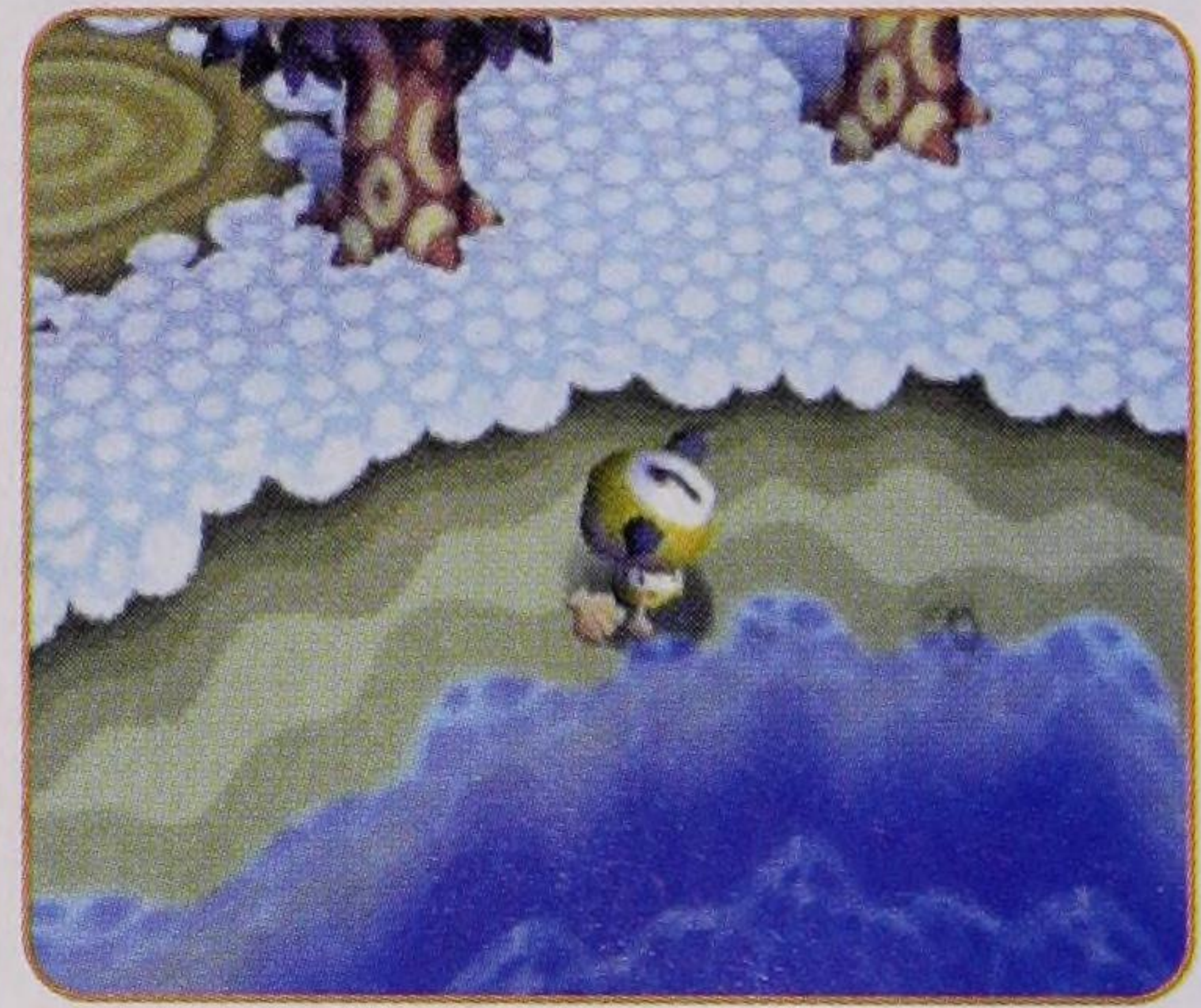
There are wooden and stone bridges, and they appear on the Town Map, making them easy to find. Don't just wander around the village; check where these bridges are and use them as shortcuts!



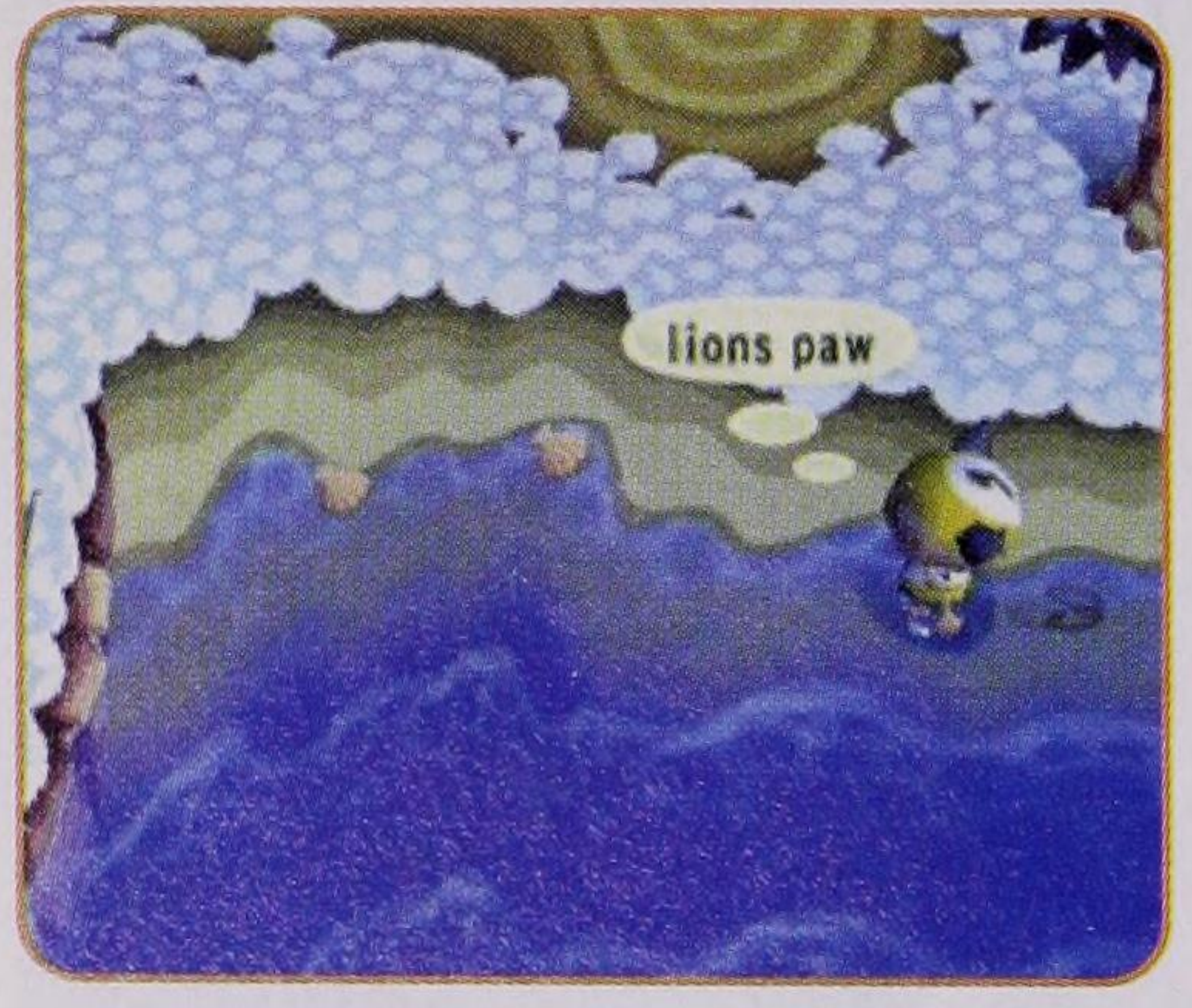


Later, talk to Tortimer when you see him milling about near a river, and agree that it is a fine location for a rope bridge. One will be built—making getting around town even easier. Other bridges appear after time, too.

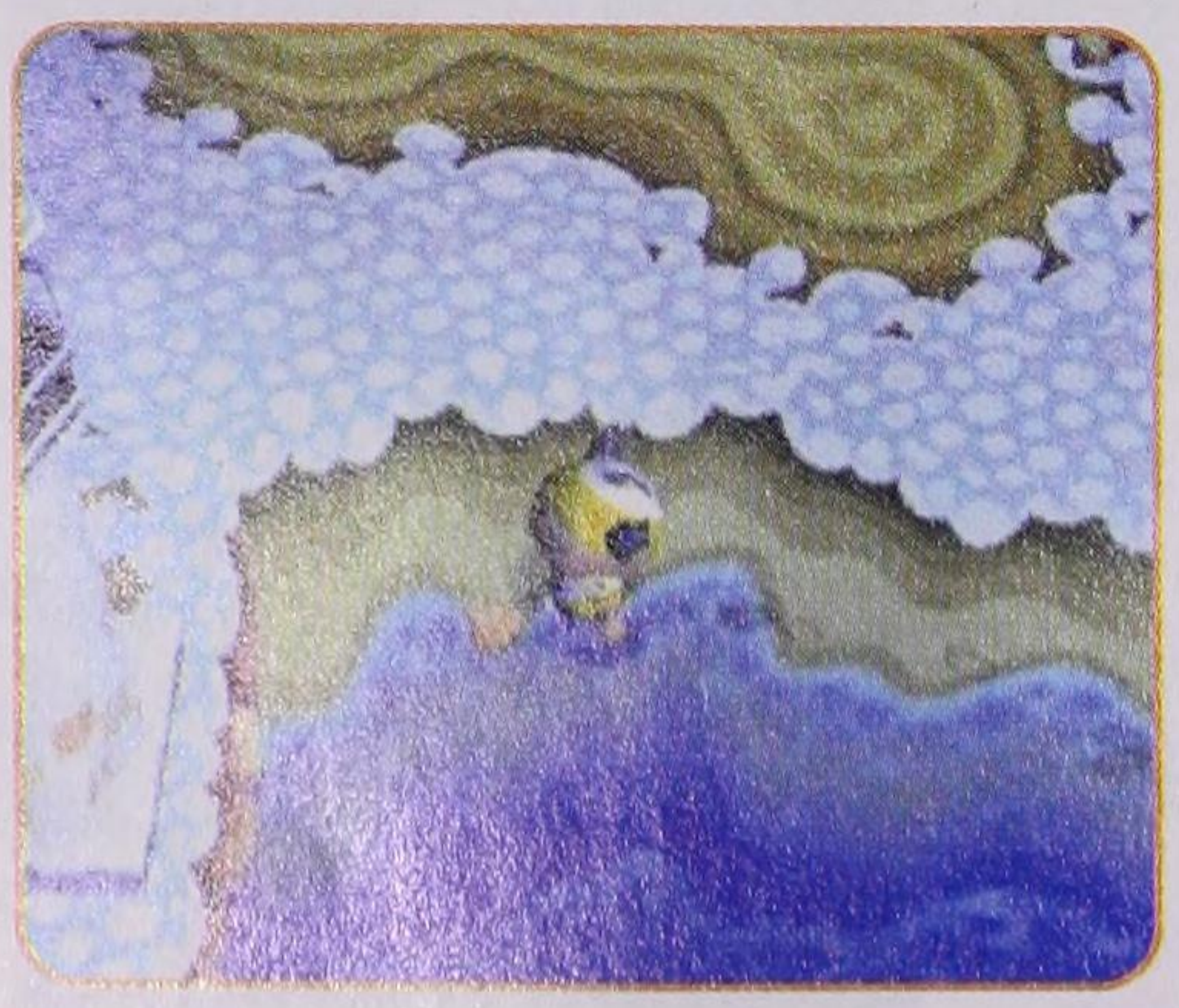
Beach



Running along the entire southern part of town is a stretch of beach featuring sand and lapping waves. You can't wade in more than a couple of steps, but it sure is pretty!



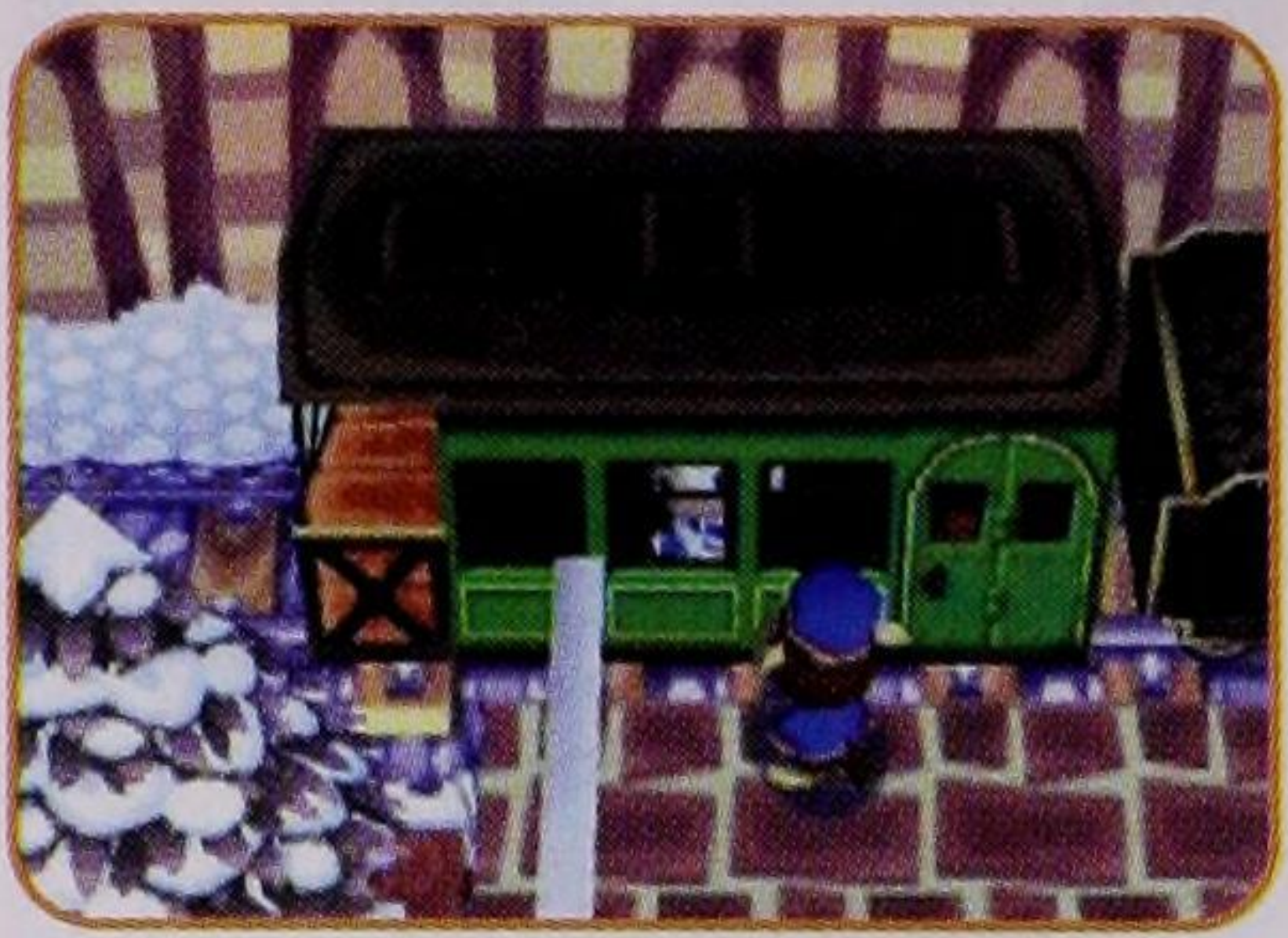
You can go fishing here. Creep up so you don't scare off the Fish.



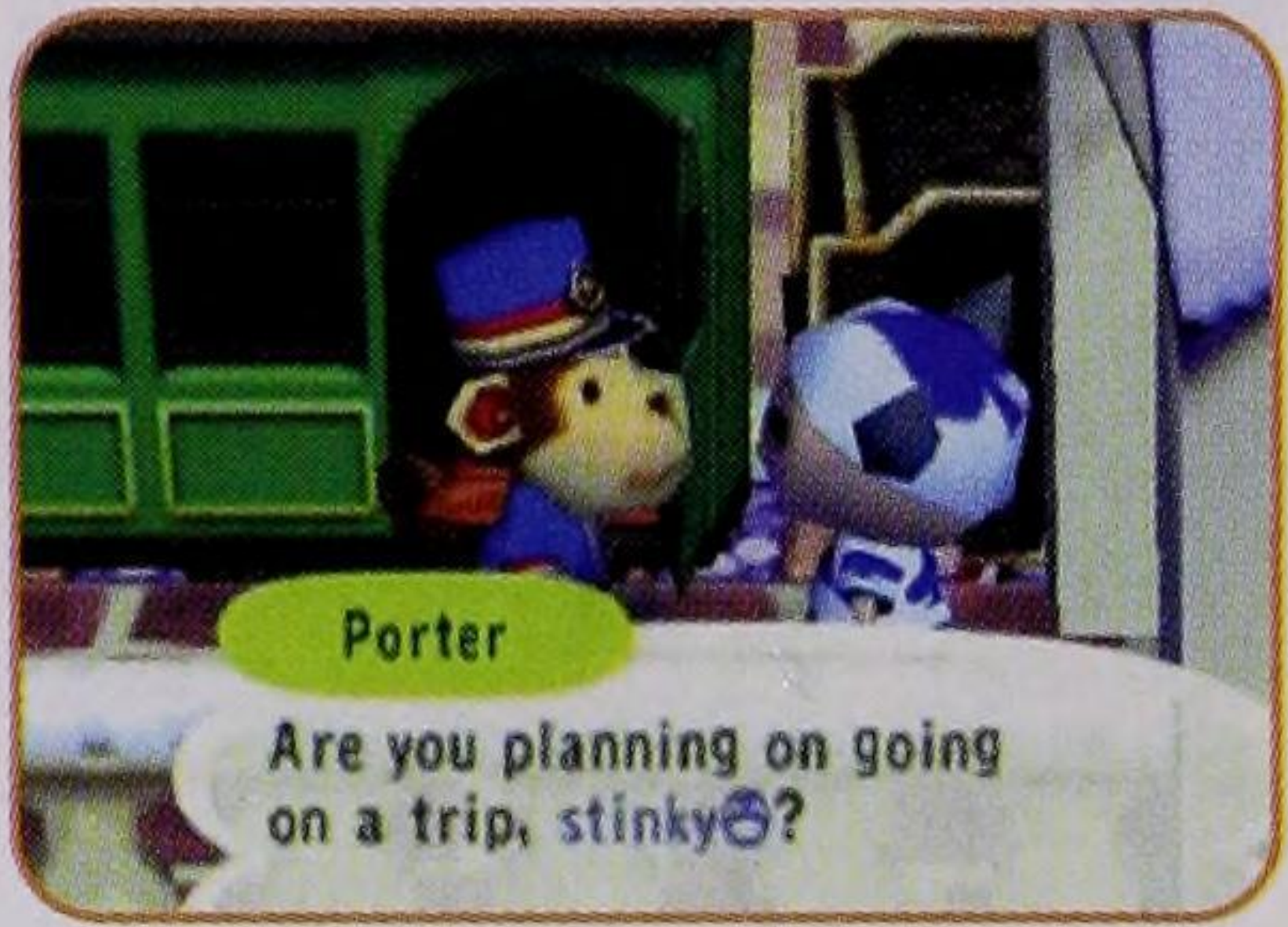
You can also go beachcombing for the sea shells that line the beach. Don't worry, more appear every time you leave and come back. Some of these shells are worth lots of cash, and others aren't worth much. Learn to discern the expensive ones.

Leaving Town

Train Station



The Train Station is always at the top of the map. The tracks run sideways from the town's northwest (top left) corner to the northeast (top right) corner. Head to the town map by the Train Station to find your way around.

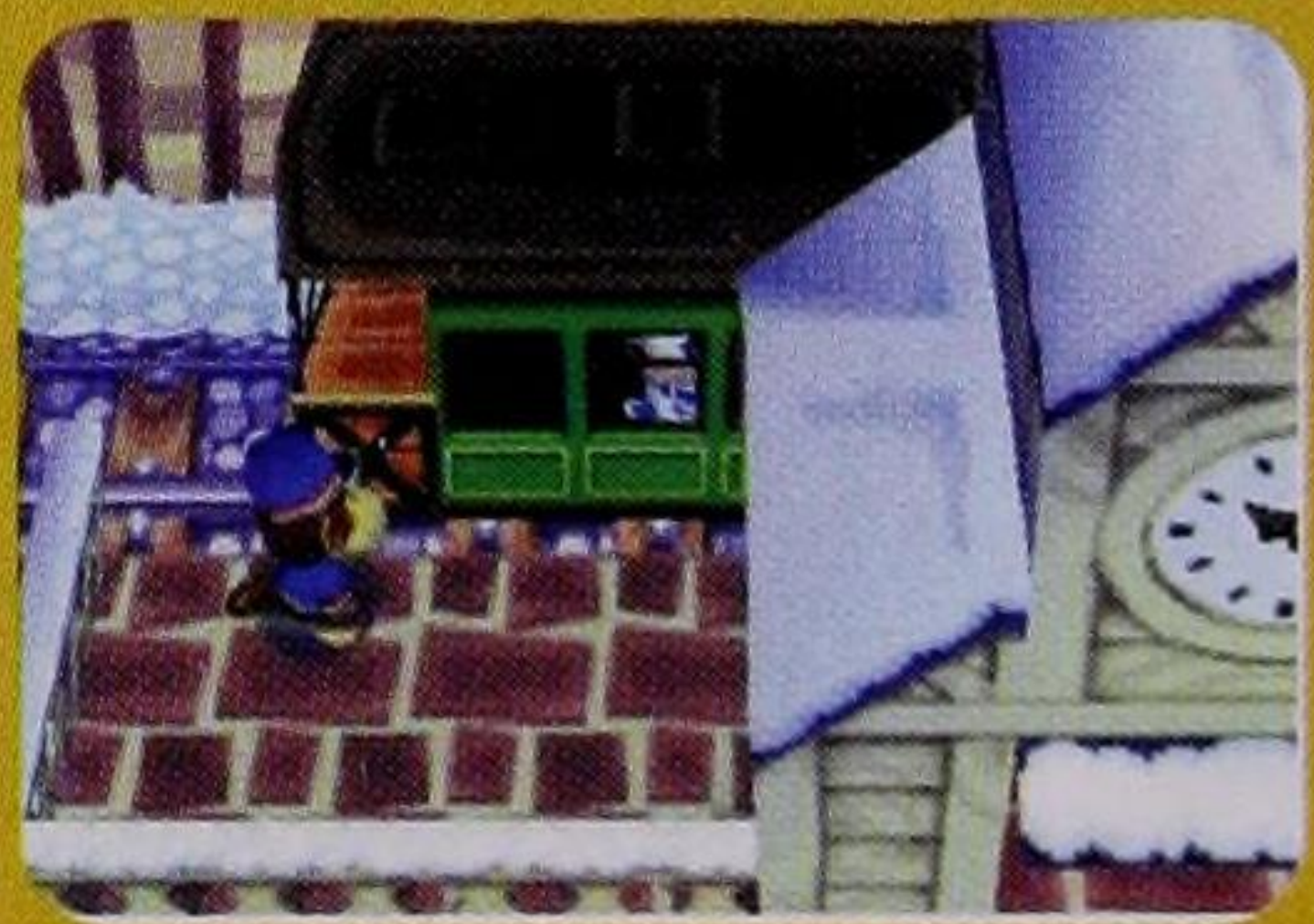


Porter

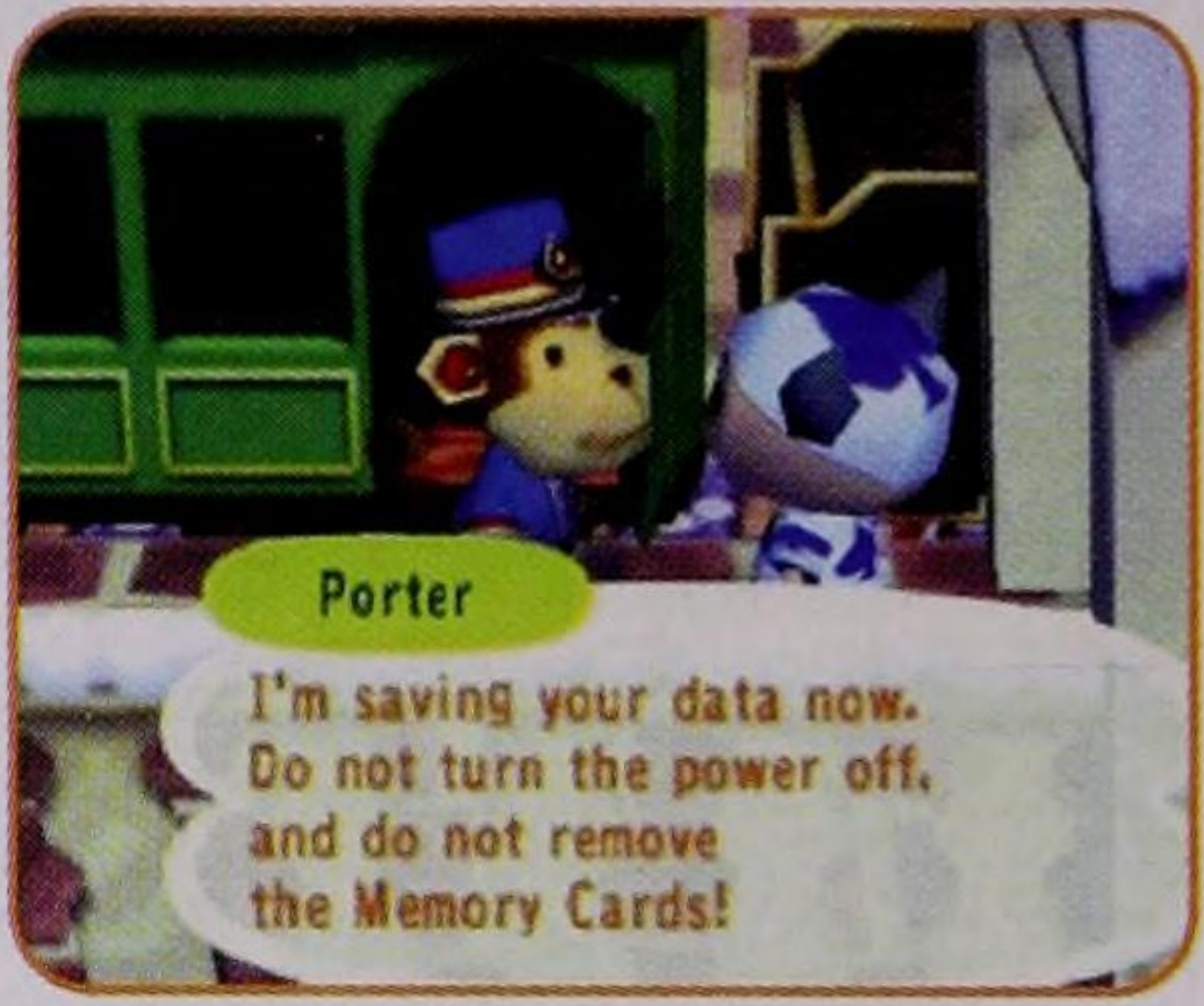
Are you planning on going on a trip, stinky☺?

Look! There's Porter. This sassy monkey lets you ride the train. Talk to him if you want a train ride.

TIP



Do you want to know what time it is? Look at the Train Station clock above the archway where you walk in. This shows the correct time, and lets you know about certain cool events that take place during the year.



Porter

I'm saving your data now. Do not turn the power off, and do not remove the Memory Cards!

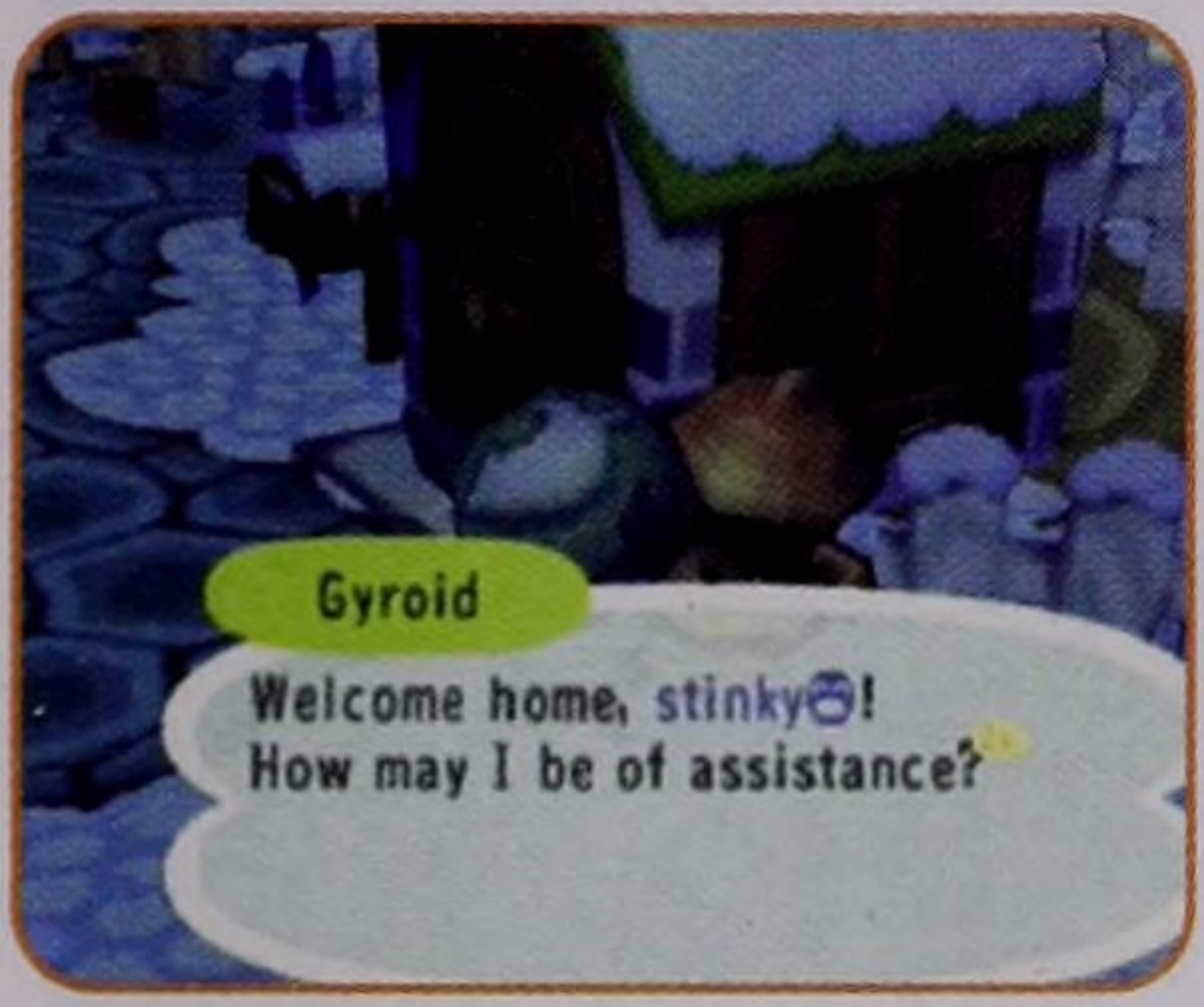
Take a seat. A train arrives every minute. Insert a correctly formatted Memory Card into Slot B of your Nintendo GameCube to ride inside.

NOTE

Don't worry if you have other saved games on this Memory Card. With three blocks or more, you'll have room without needing to remove any other saves. You still need a Memory Card in Slot A, too.

The train trundles off, and you leave your town—but not forever. Your character is now saved onto Memory Card B. This means you can go to your friend's house, insert your Memory Card into your friend's Nintendo GameCube, and wander around that town.

Who knows; you might find cool new items or characters there. Once you're finished visiting your friend's town, head back into your town by starting your game with both Memory Cards A and B, and quickly return to your house.

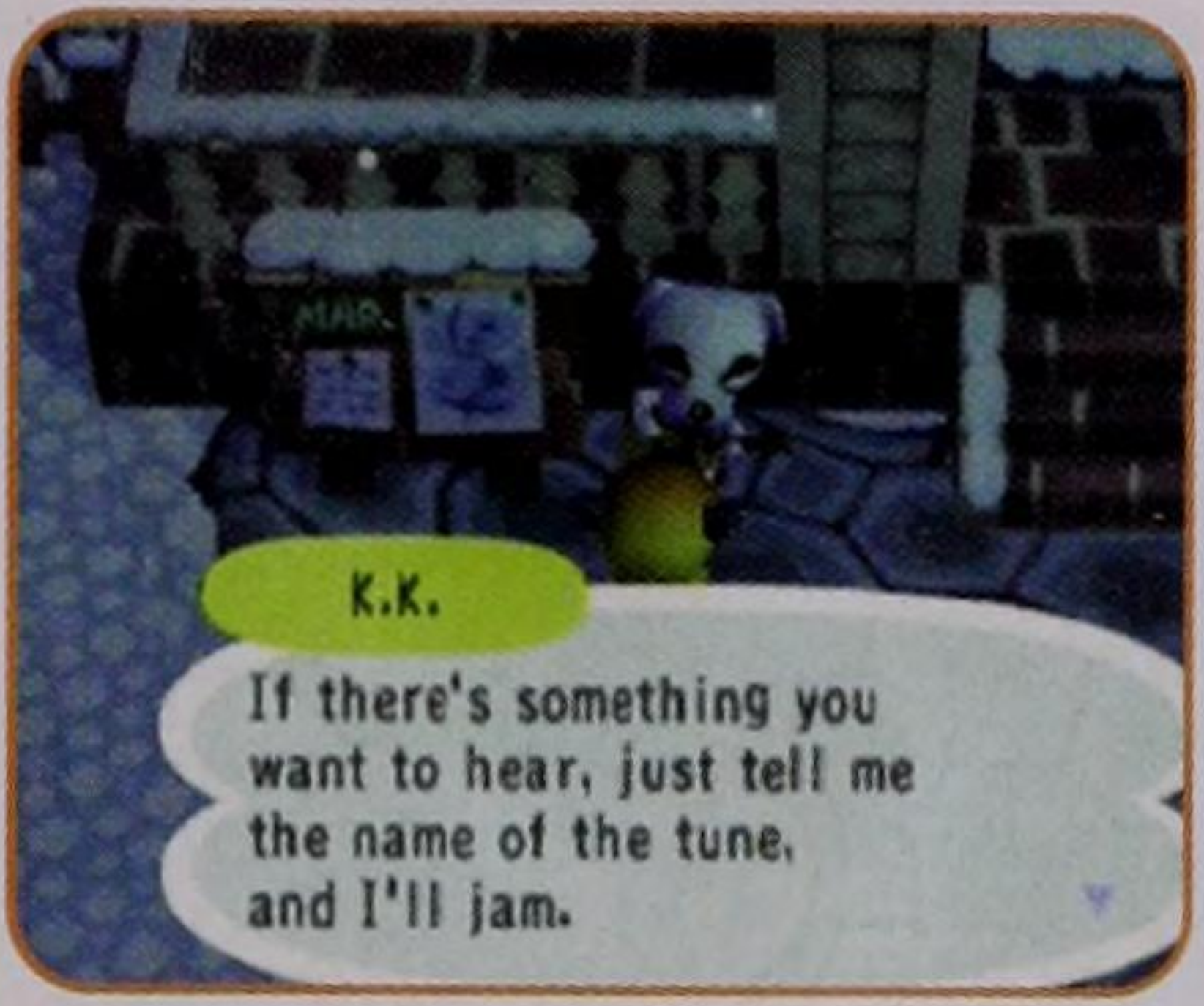


Gyroid

Welcome home, stinky! How may I be of assistance?

Immediately save your game at the Gyroid next to your house. This way, your character information is saved back where you belong—in your home town. Don't forget to do this!

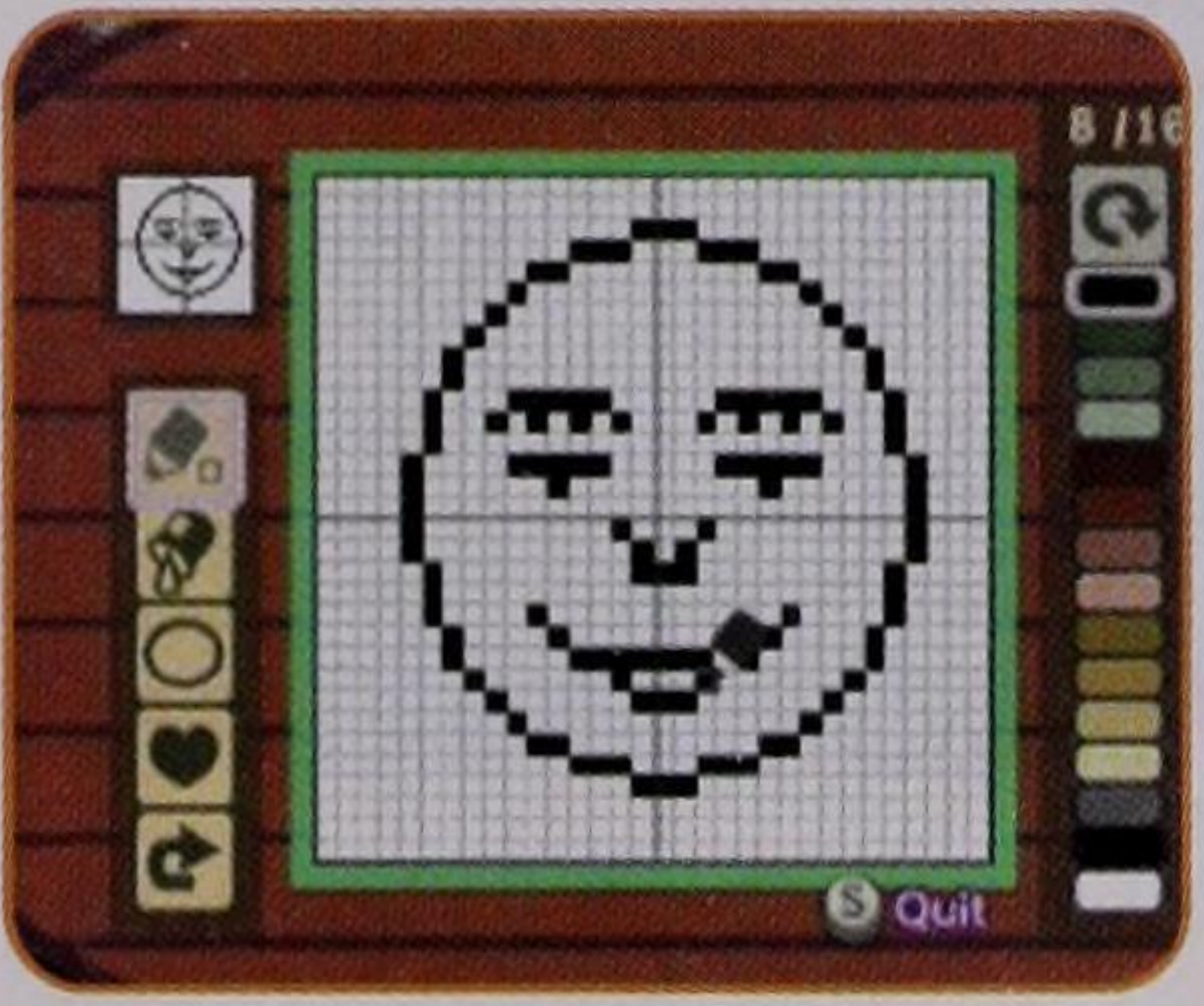
Revisit the Train Station whenever you want to leave your town and go exploring in your friends' settlements. Go to the town map by the Train Station to find your way around.



K.K.

If there's something you want to hear, just tell me the name of the tune, and I'll jam.

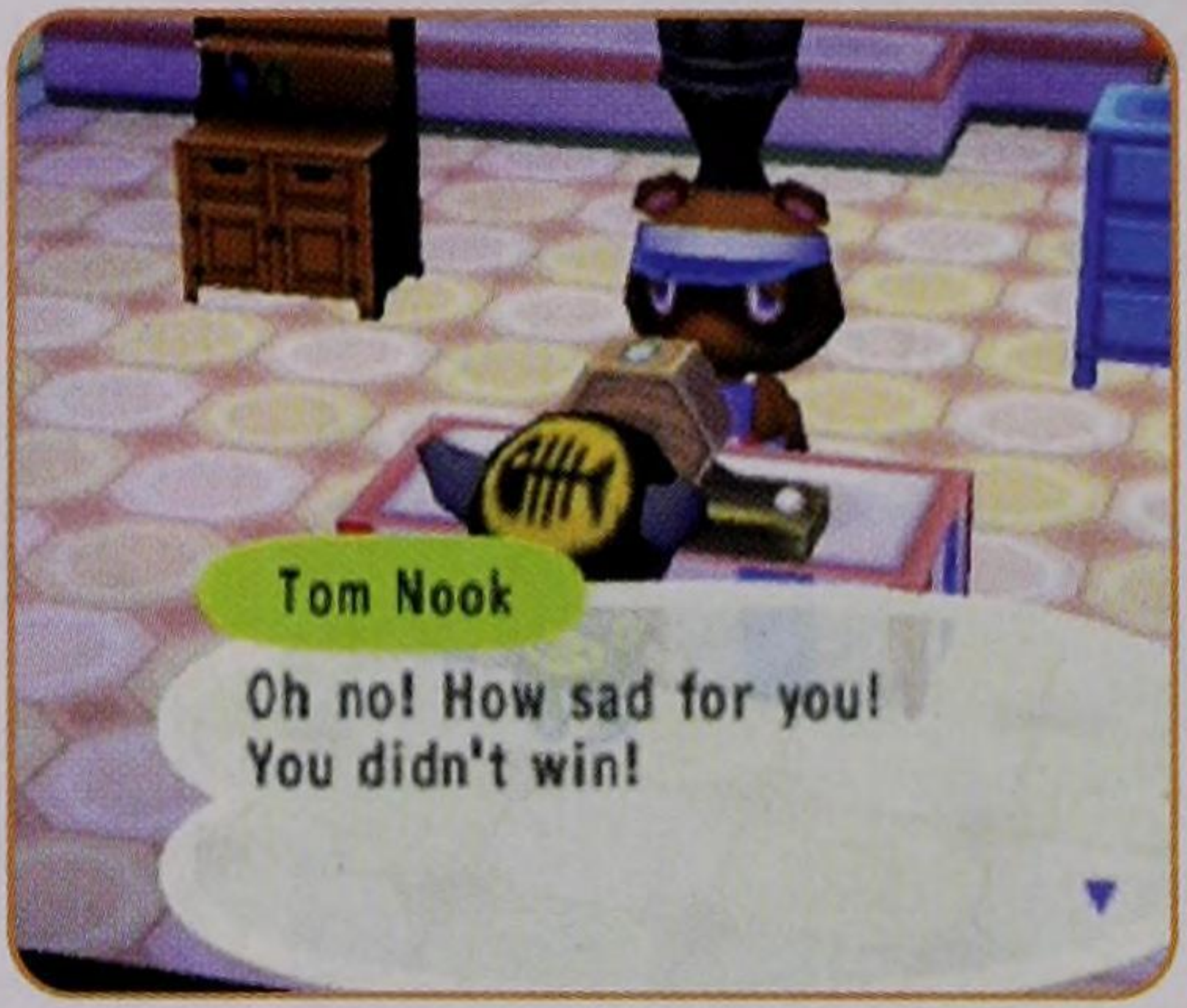
Finally, head for the Train Station every Saturday evening after eight o'clock to hear the massively talented K.K. Slider jam some tunes—even your own! Watch him rock out, and even collect his music to play at home.



At random intervals during your train ride to another town, a rather scary cat without a face, called Bianca, accosts you as you travel! She takes the place of the regular cat, Rover! Help her out and draw a face for her. Remember though—it doesn't have to be a face!

Raffle Tickets

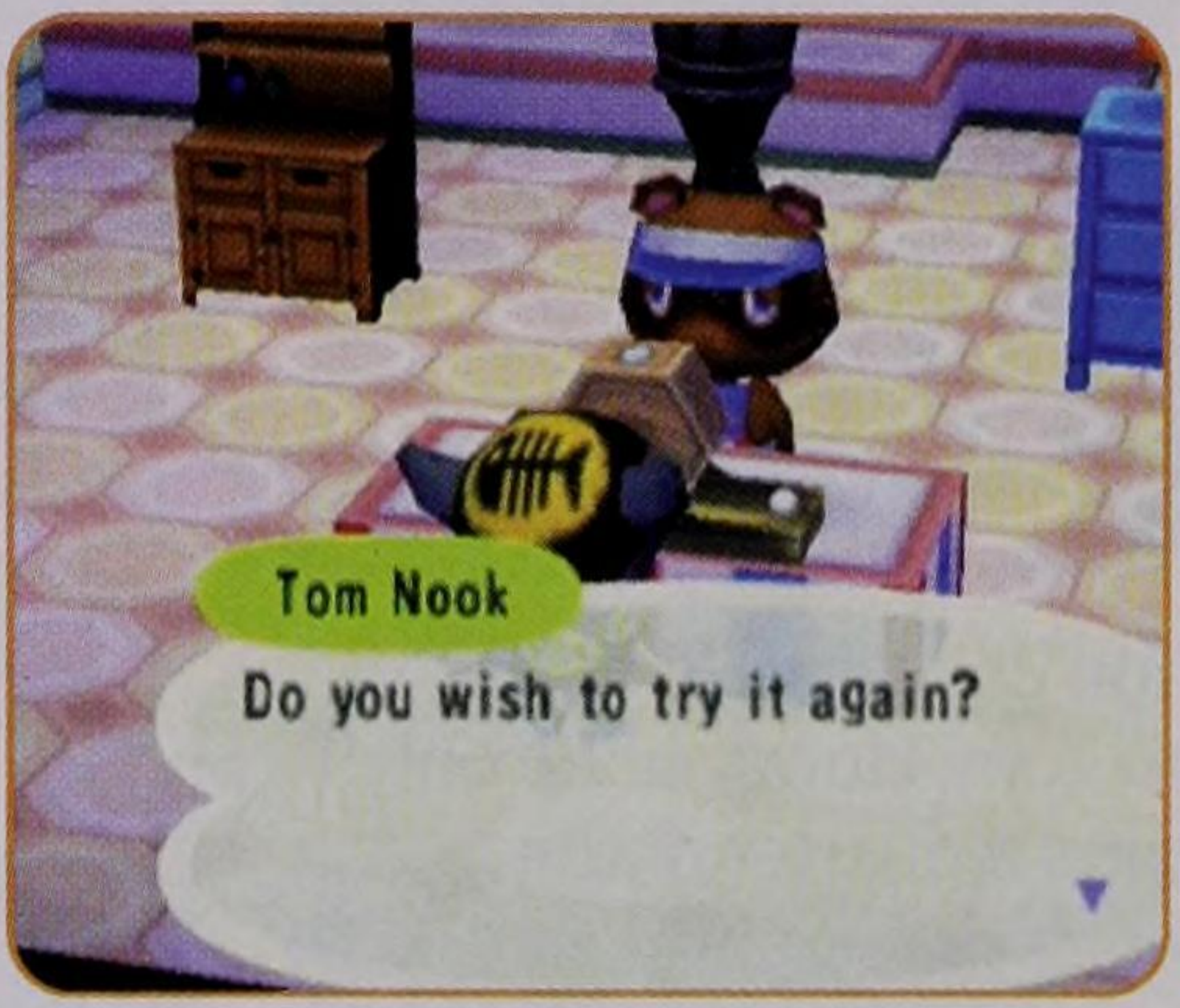
For every expensive item you purchase, such as the wallpaper, carpet, and larger items at the back, you get a raffle ticket. Collect five tickets, and at the end of each month you can enter a raffle and maybe win fabulous prizes.



Tom Nook

Oh no! How sad for you! You didn't win!

Each raffle takes place on the *last day* of every month. Don't forget, or your raffle tickets are useless! Also, every five raffle tickets allows you one chance at a prize. To get 10 chances at a prize, you would have to buy 50 ticket-worthy items in a month.

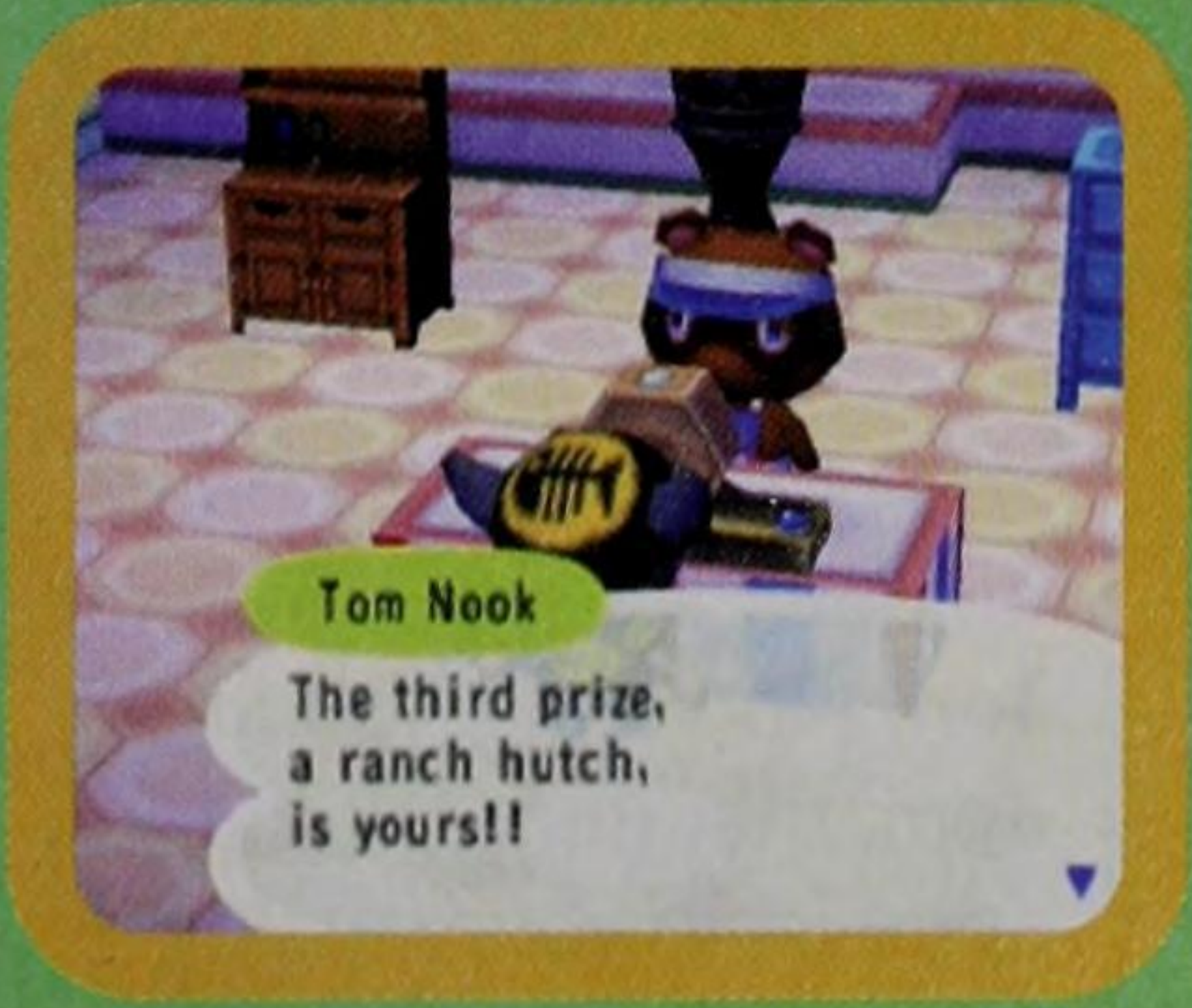


Tom Nook

Do you wish to try it again?

These raffle tickets give you only a *chance* of winning, so don't get upset if you don't win. Remember—the more times you buy something that gives you a raffle ticket, the more chances you have of winning.

TIP

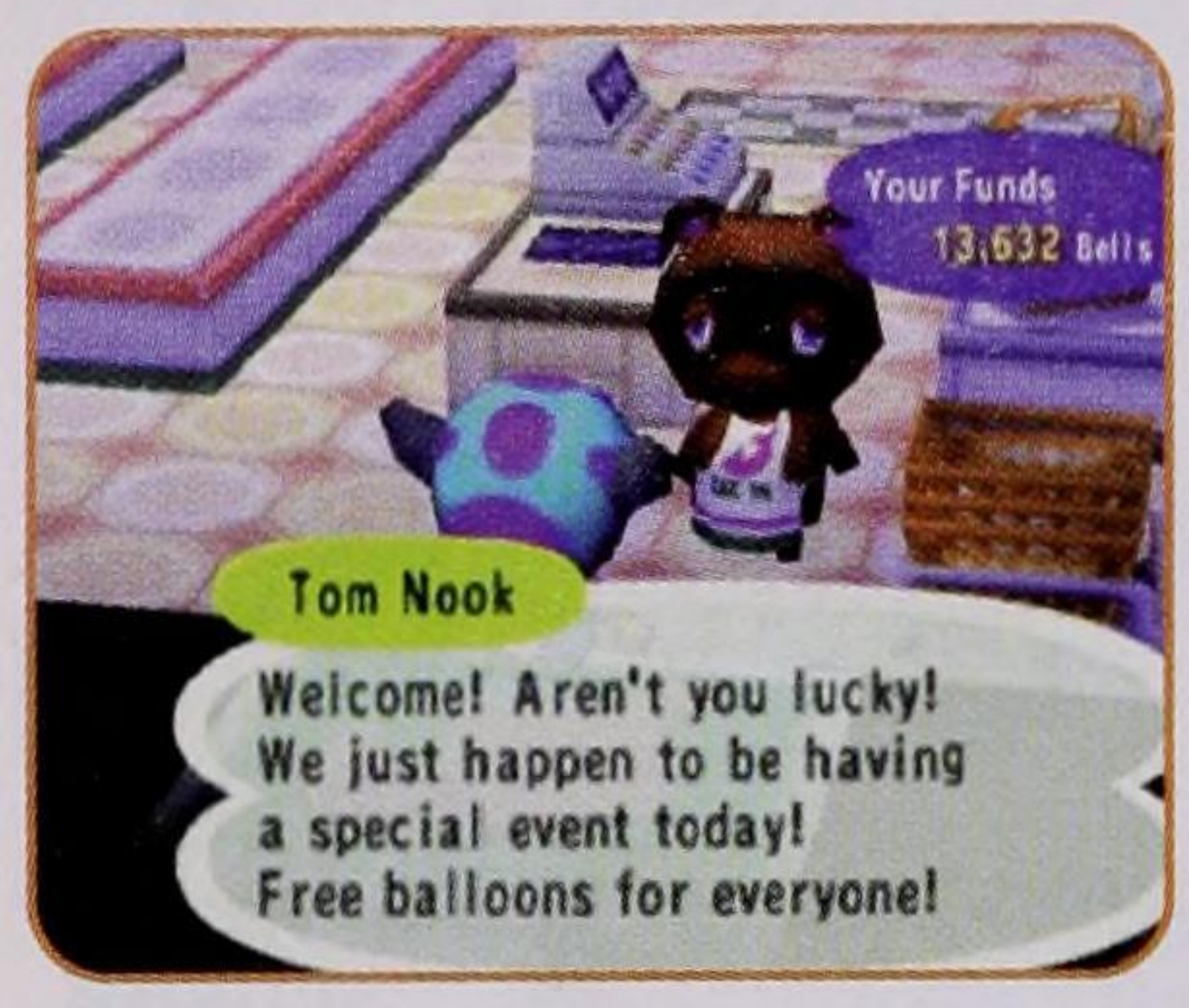


Tom Nook

The third prize, a ranch hutch, is yours!!

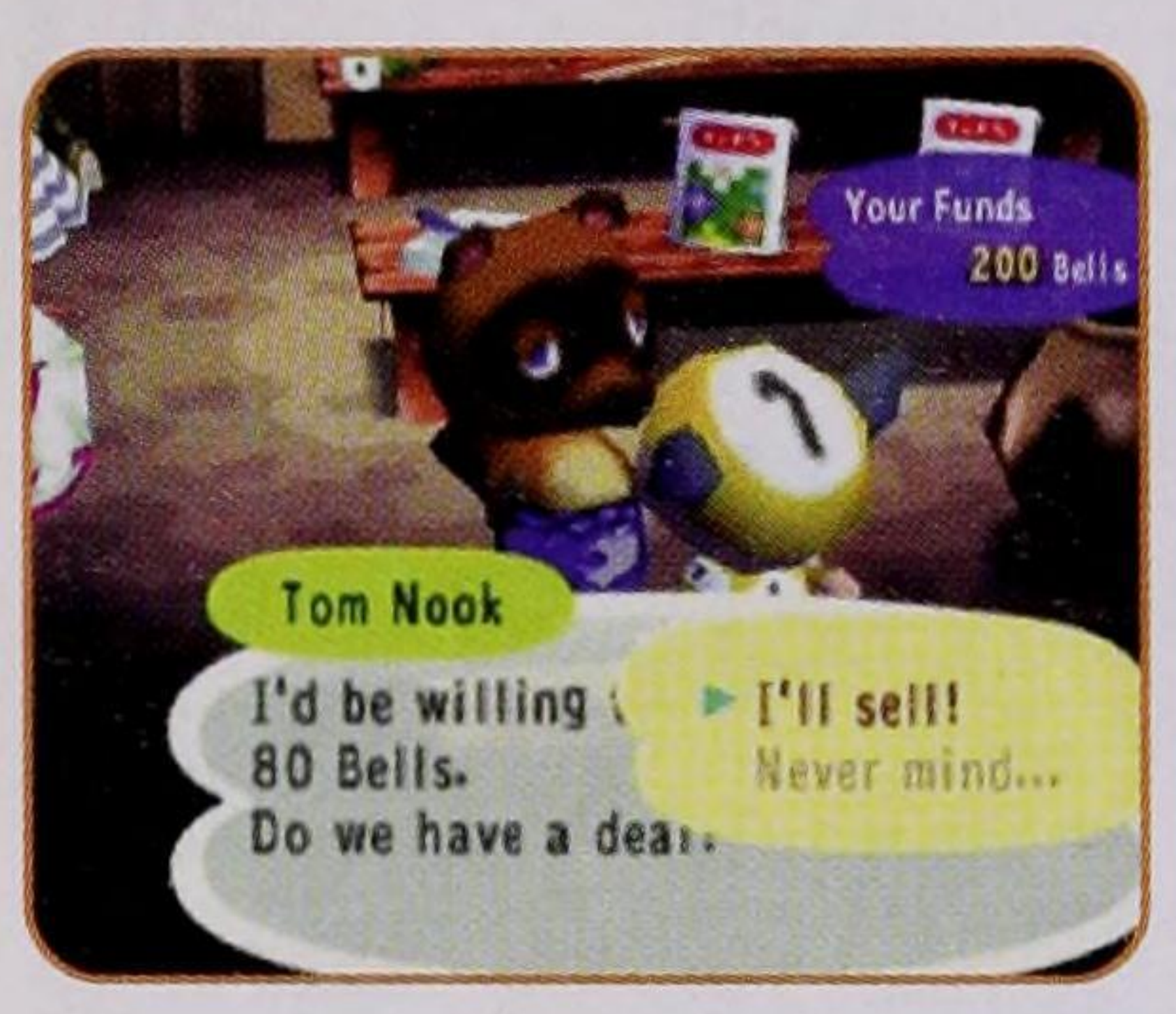
Did you enter the raffle and not win? Well, if you can stand the harsh words from Mr. Resetti, you could cheat by resetting the machine and trying again. That is, if you can stand to live with your naughty actions!

Other Tom Nook Matters


Your Funds
13,632 Bells
Tom Nook

Welcome! Aren't you lucky! We just happen to be having a special event today! Free balloons for everyone!

At certain, random times every month, Tom Nook closes his store for refurbishing, or holds special bargain sales where only one or two items are offered. However, these items have their prices slashed.

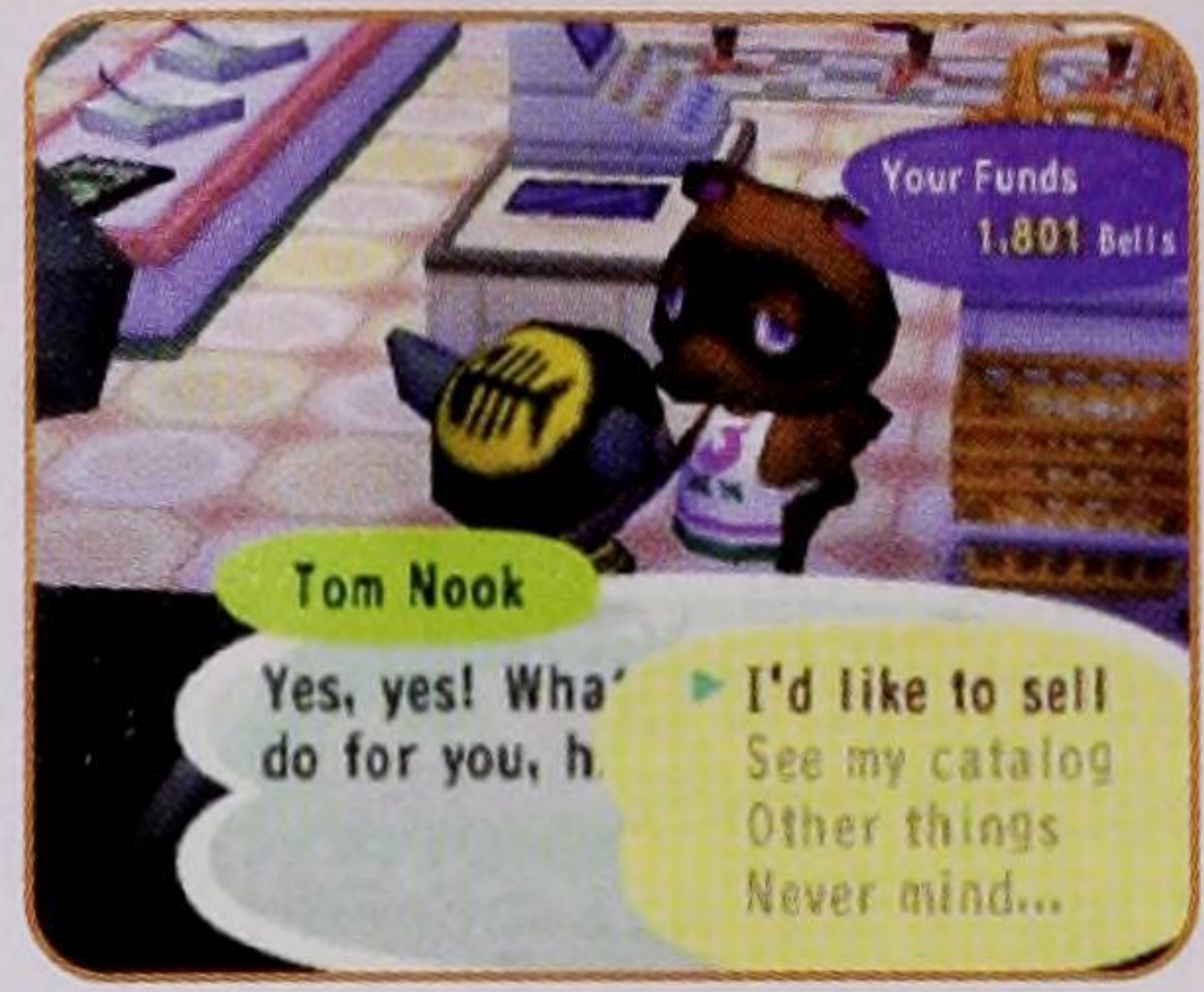

Your Funds
200 Bells
Tom Nook
I'll sell!
Never mind...

I'd be willing ... 80 Bells. Do we have a deal...

You can also sell things to Tom. However, he only pays a quarter of the object's value.

NOTE

Say you bought an item for 1,000 Bells. If you sold it back, Tom Nook would give you only 250 Bells.

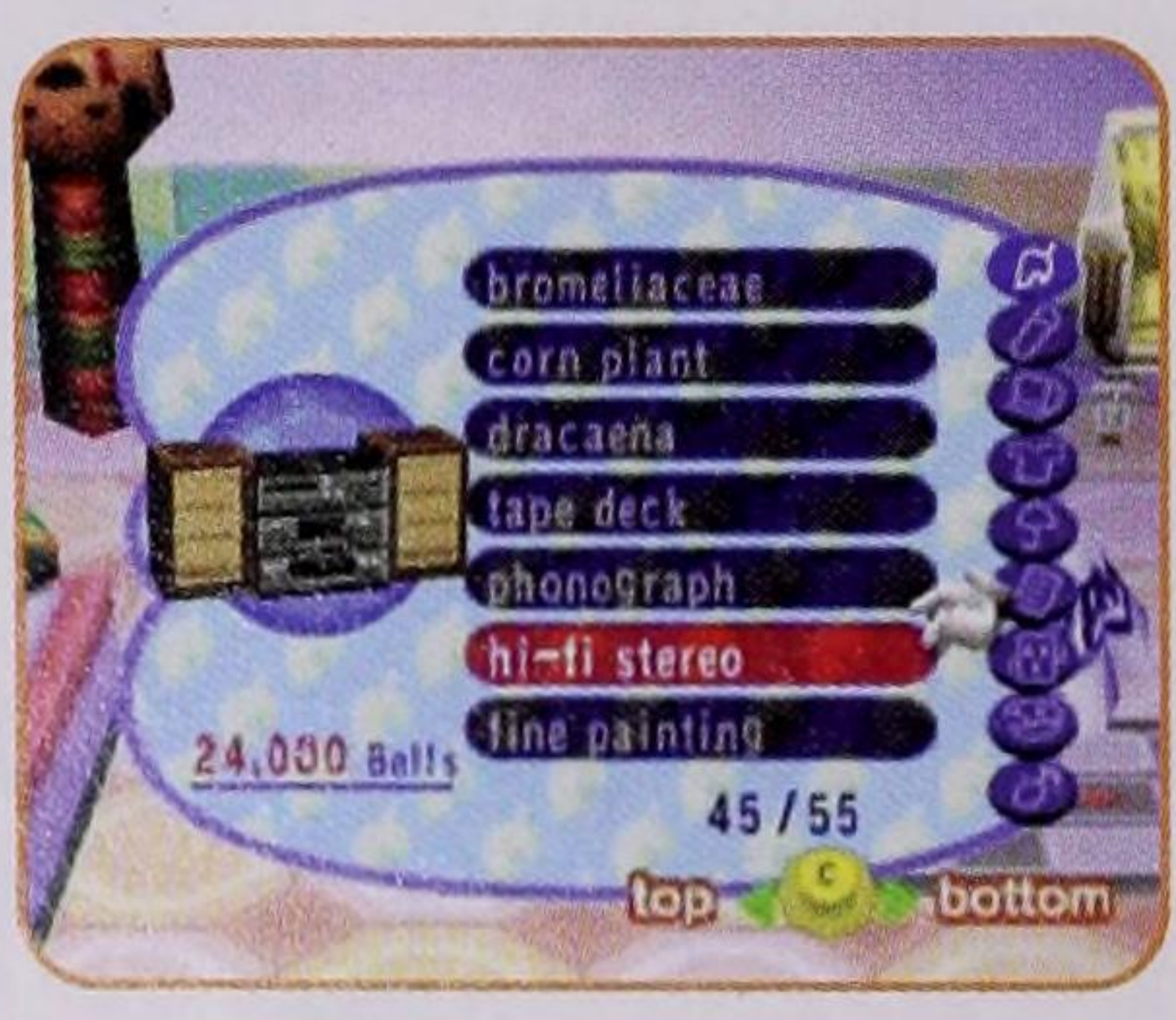

Your Funds
1,801 Bells
Tom Nook
I'd like to sell
See my catalog
Other things
Never mind...

Yes, yes! Wha... do for you, h...

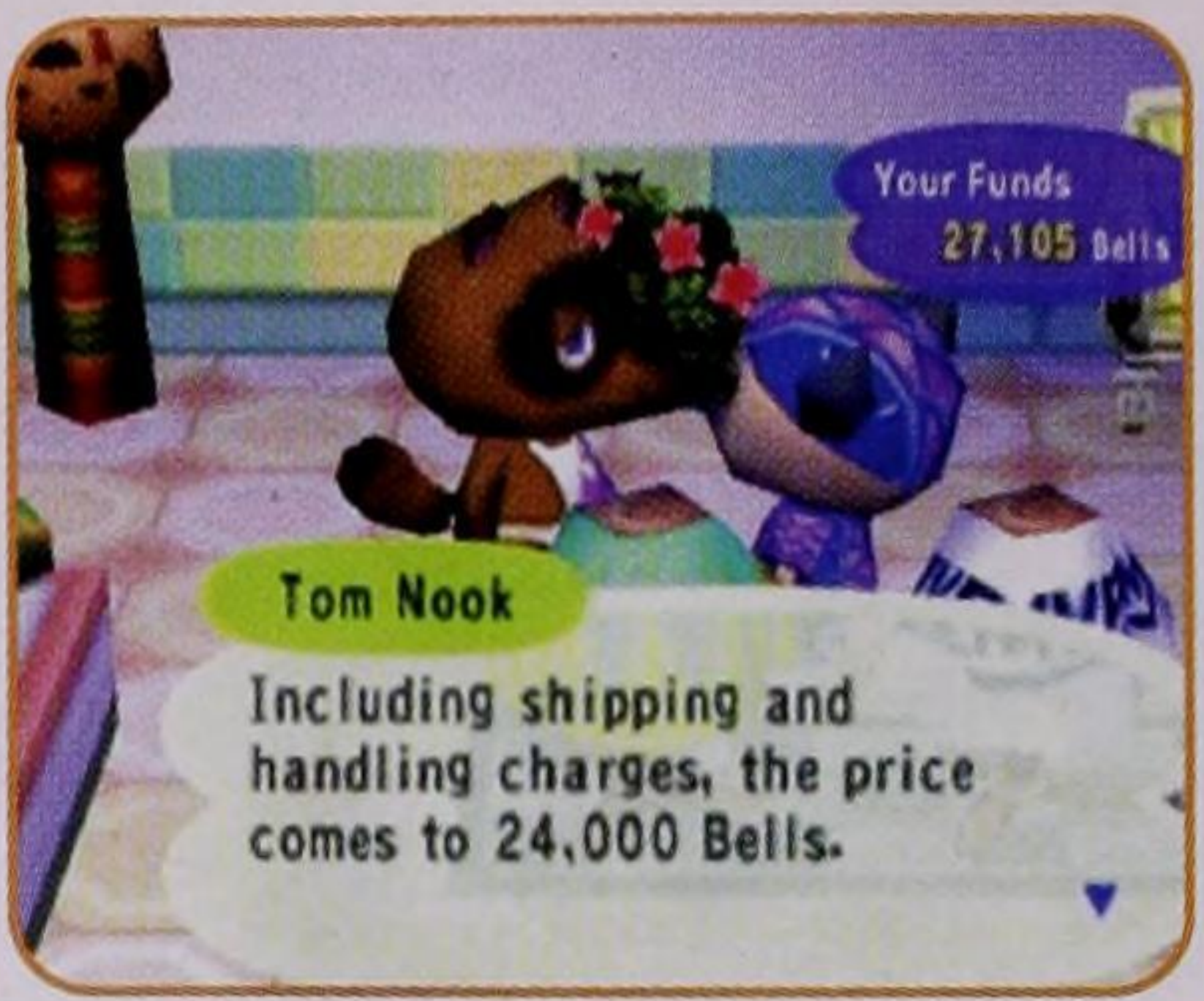
Tom Nook also buys Paintings, Insects, Fossils, and Fish. What's more, some of these fetch colossal amounts of cash.

NOTE

But Tom doesn't ever sell Paintings, Insects, Fossils, or Fish. So make sure you want to get rid of these items before you sell them. The best plan is to sell these objects only if the Museum already has one.

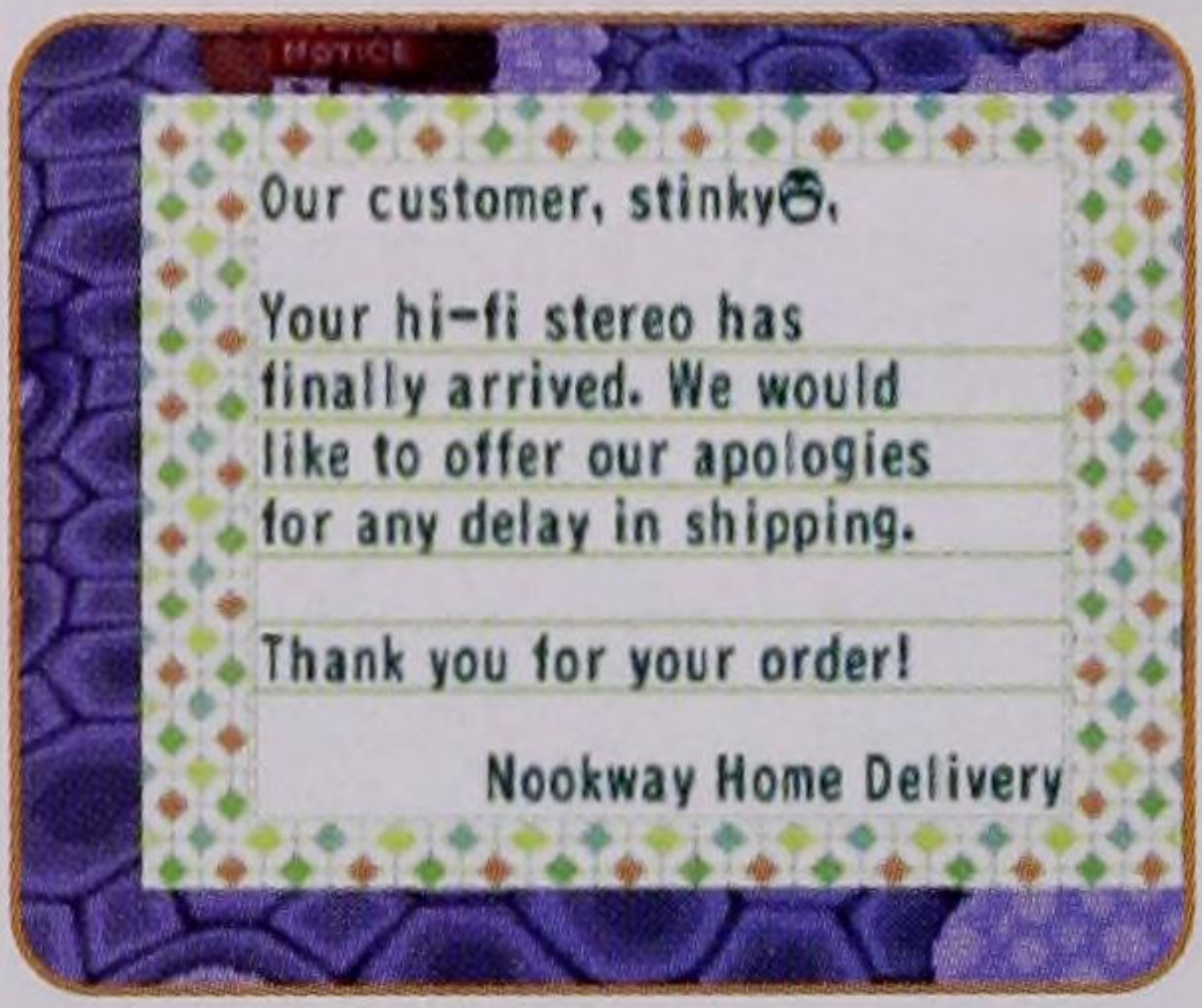

bromeliaceae
corn plant
dracaena
tape deck
phonograph
hi-fi stereo
line painting
24,000 Bells
45 / 55
top
bottom

You also can look at your unique catalog. Every time Tom Nook sells you an item, that item's name appears in your catalog. If you sell the item back to Tom Nook, he can special order it for you.


Your Funds
27,105 Bells
Tom Nook

Including shipping and handling charges, the price comes to 24,000 Bells.

You can order items for yourself, or order something that your friend wants and drop it off in your friend's village or Gyroid. You also can order stuff that other players living in your town have found.



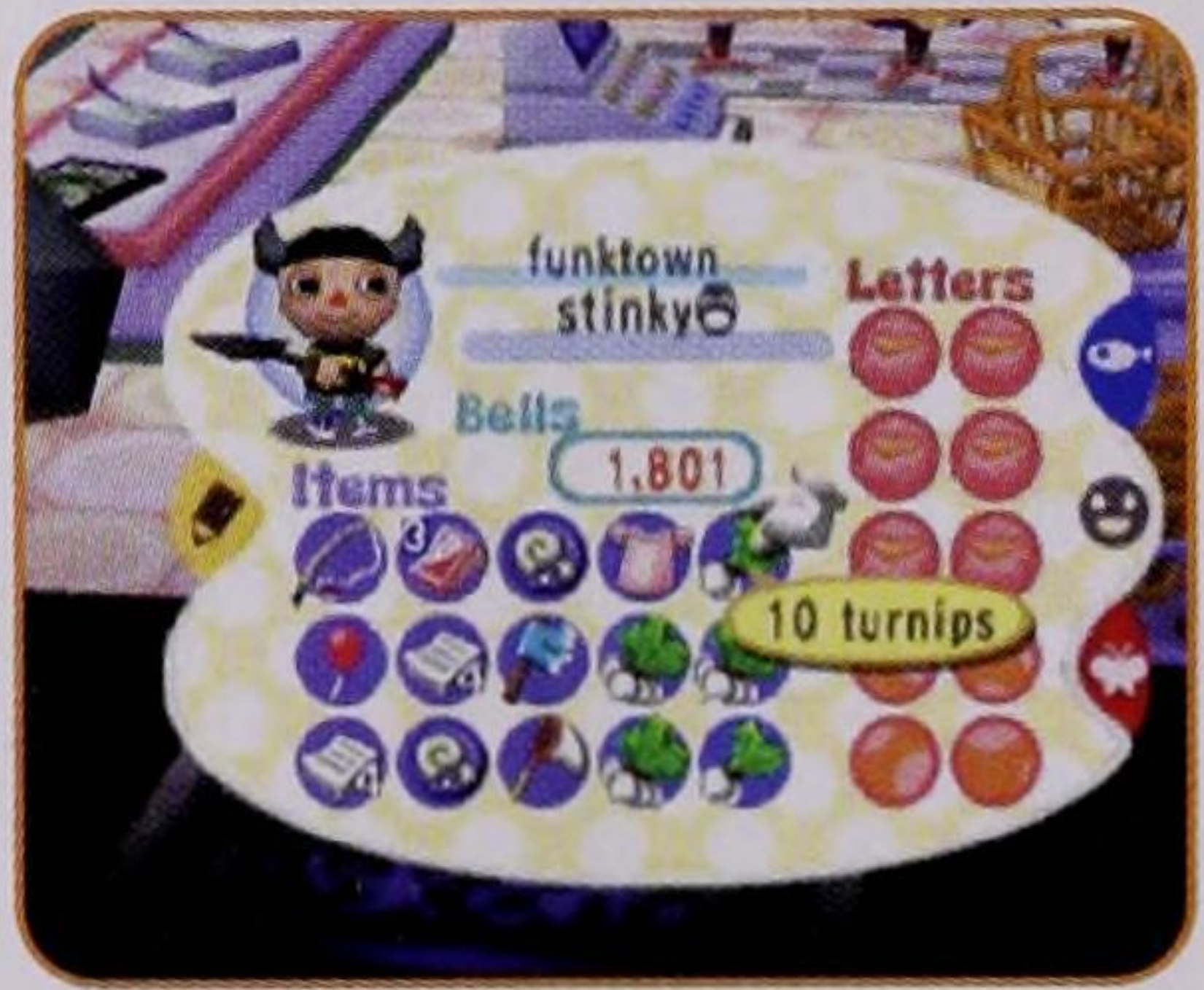
Our customer, stinky☺,

Your hi-fi stereo has finally arrived. We would like to offer our apologies for any delay in shipping.

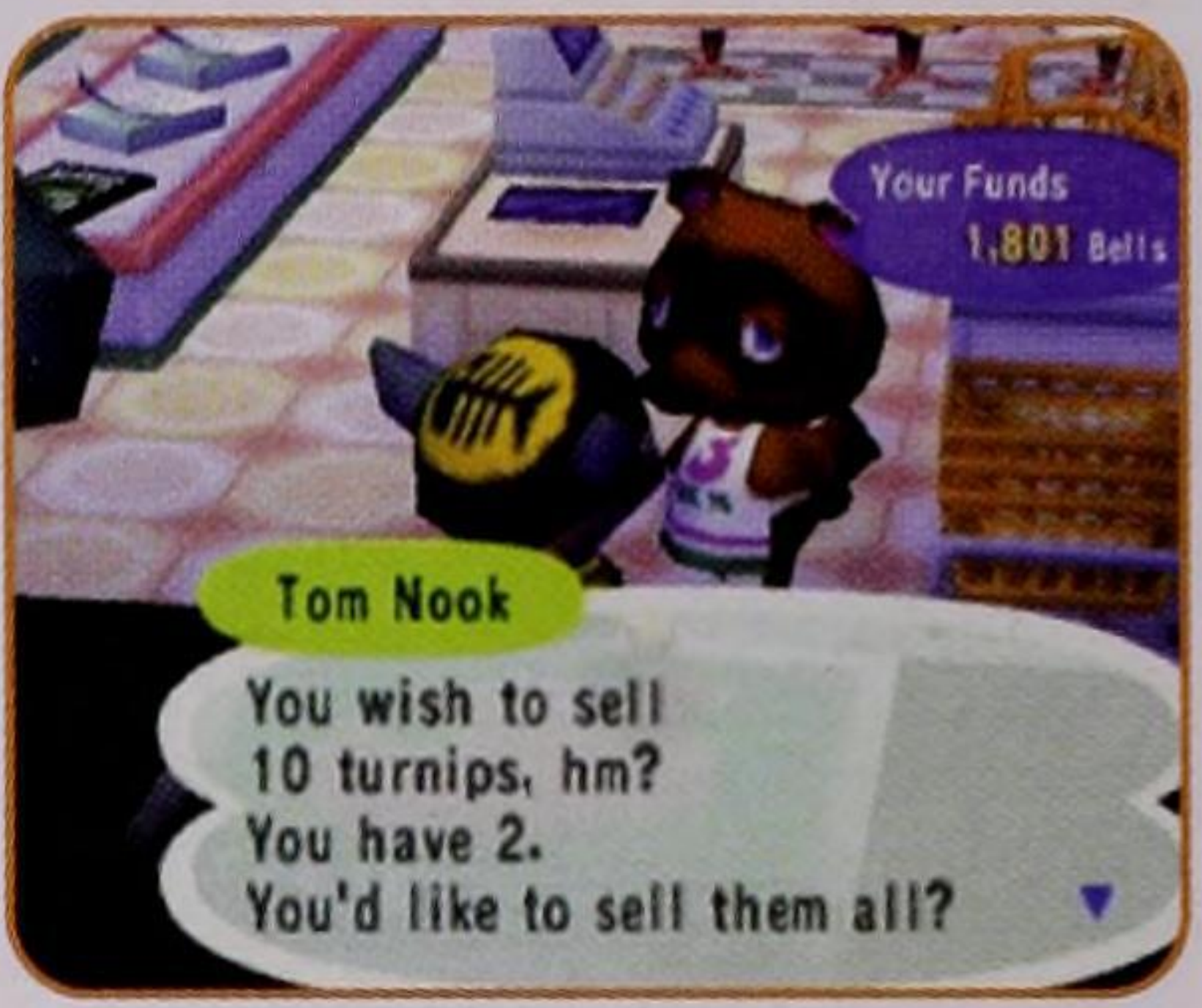
Thank you for your order!

Nookway Home Delivery

But these items are full price, and some are expensive. Pay the cost in Bells when the order is placed. One or two days later, you receive the item in your mail box.

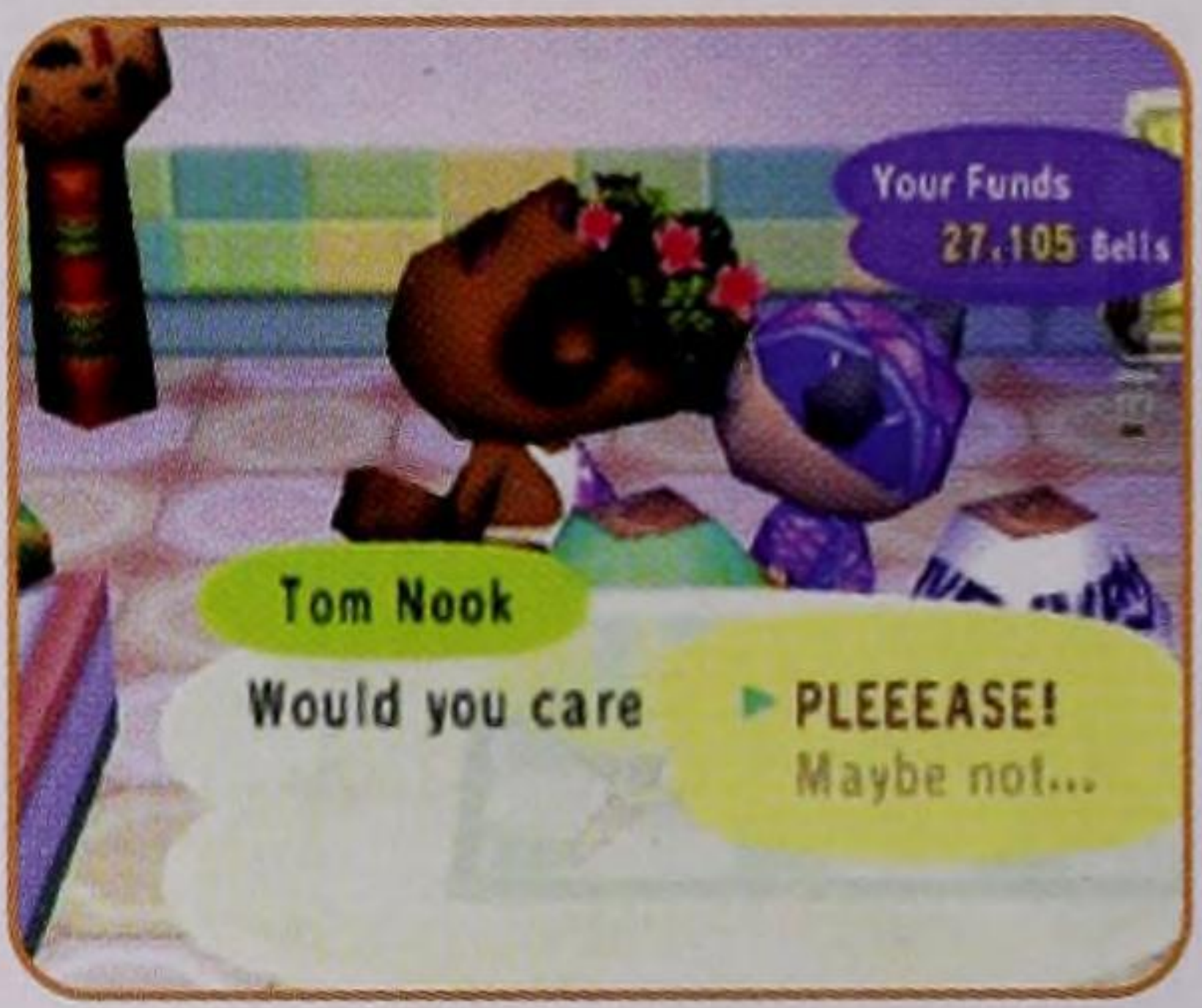

funktown
stinky☺
Letters
Bells
1,801
Items
10 turnips

If you ask Tom Nook about "Other Things," you get another three interesting menu choices. The first of these tells you how much Tom is buying Turnips for. Exciting, eh? Well, it is if you buy Turnips from Joan the Turnip seller, every Sunday.


Your Funds
1,801 Bells
Tom Nook

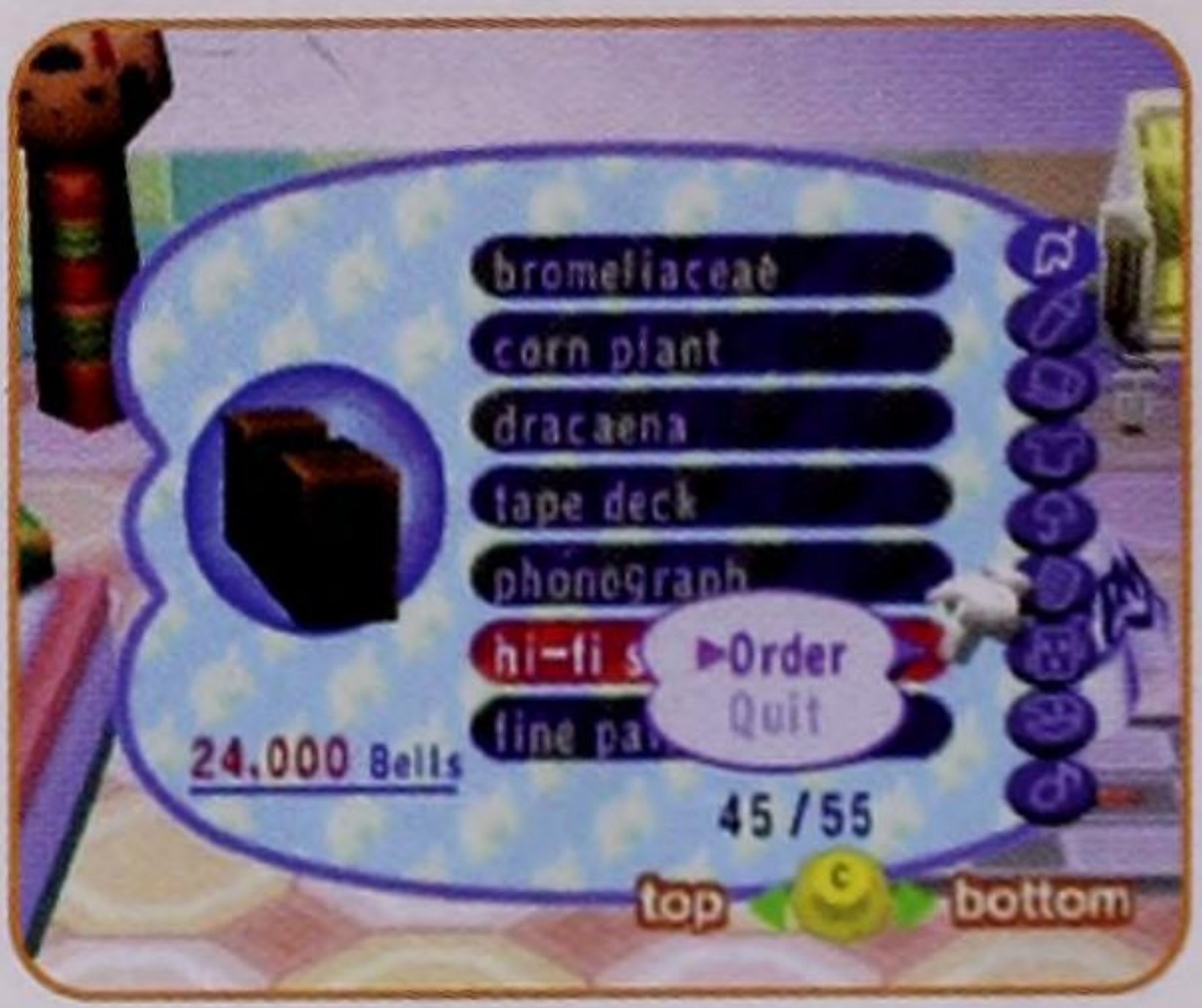
You wish to sell 10 turnips, hm? You have 2. You'd like to sell them all?

Learn more about Joan in the "Village Characters" section. Find out how much Tom will pay for Turnips before you buy too many from Joan. Tom's Turnip price changes every day.


Your Funds
27,105 Bells
Tom Nook
PLEEEASE!
Maybe not...

Would you care

The second service Tom Nook provides is a special delivery to friends in another town. Pay for the object, and write in the name of the town and the recipient. The third option is to return to the previous menu.


bromeliaceae
corn plant
dracaena
tape deck
phonograph
hi-fi s
line pa
Order
Quit
24,000 Bells
45 / 55
top
bottom

Save it to Memory Card B, and take it to your friend. Now you can give your pal the NES game he or she's been wanting for weeks—if it's in your catalog.

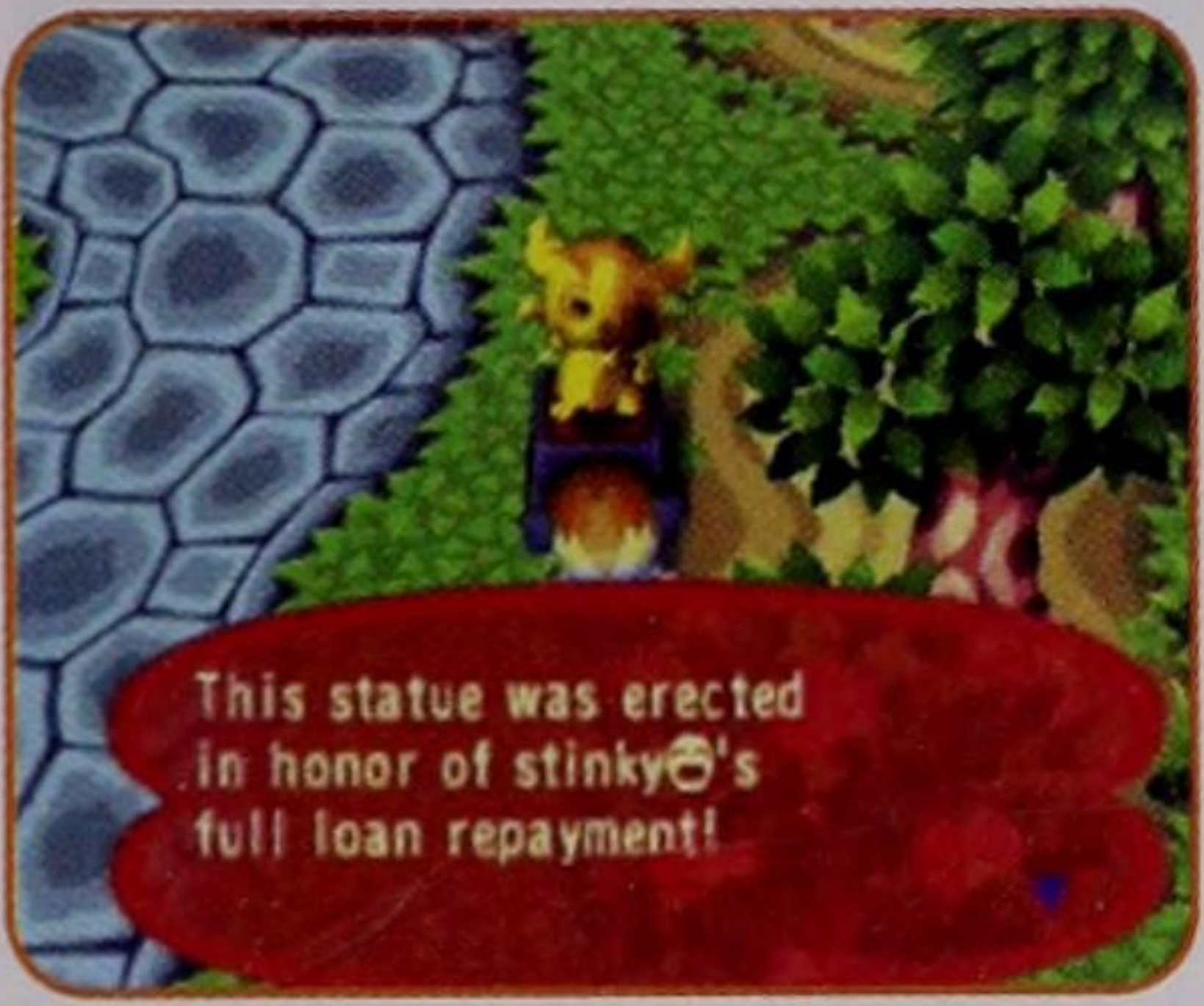
TIP

Your Funds 17,001 Bells

Tom Nook

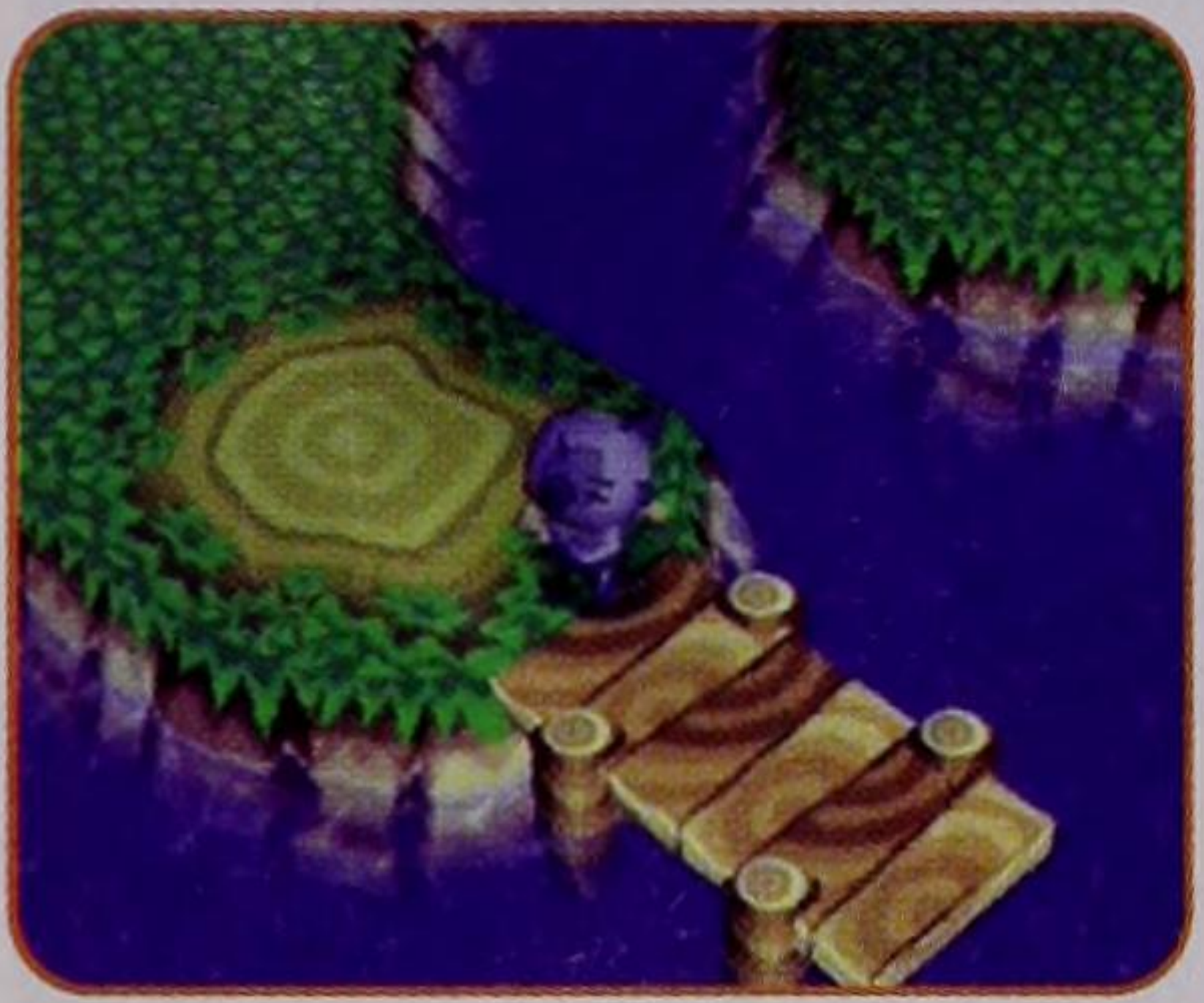
I'd be willing to pay 228,000 Bells. Do we have a deal?

The following information will make you Tom Nook's best customer. Buy at least one raffle ticket-worthy item a day, or he'll keep mailing you offers for stuff. Don't overdo selling him Turnips, or the price will drop way down. And pay off that house debt!

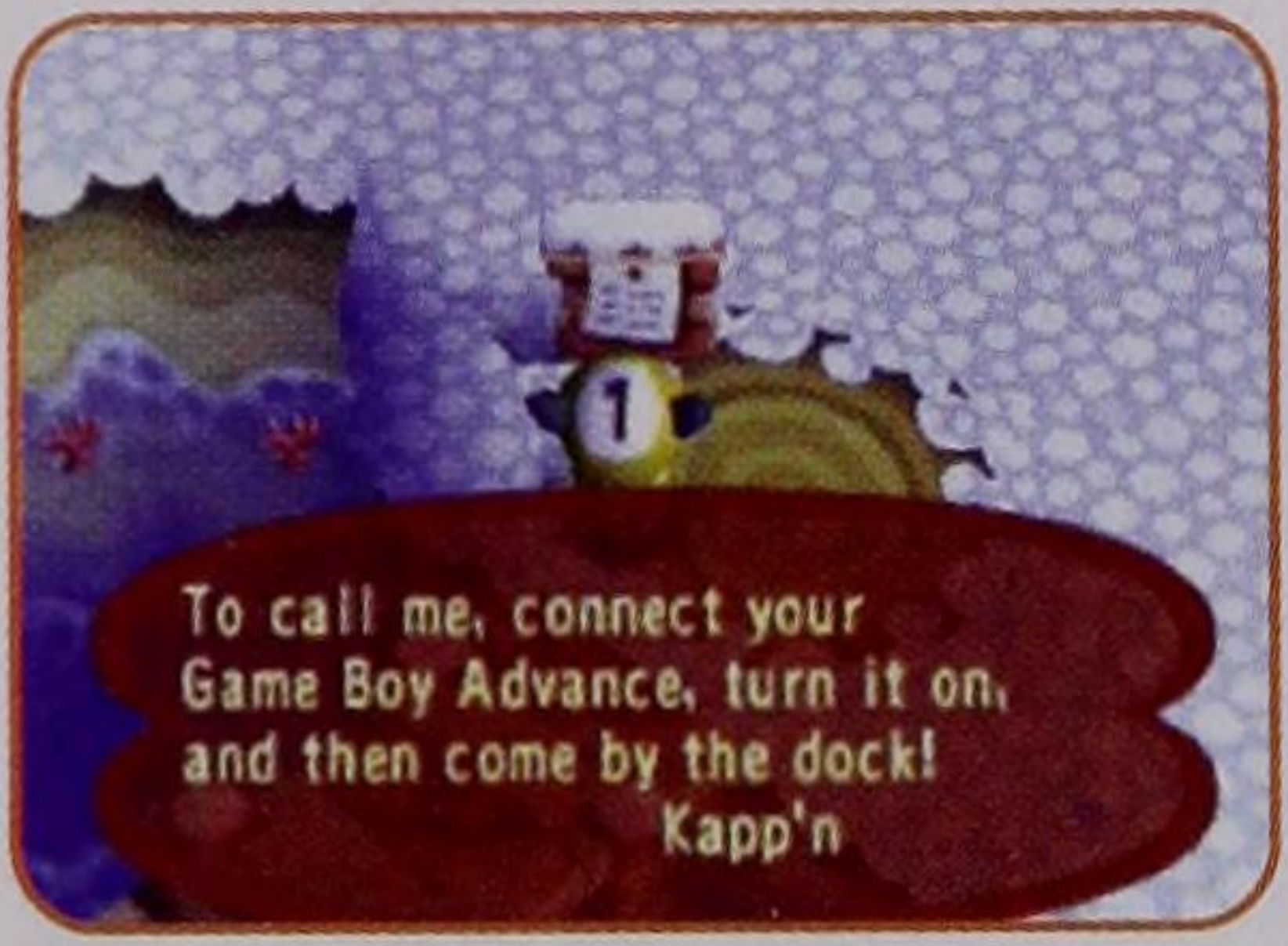

This statue was erected in honor of stinky☺'s full loan repayment!

Once you've completely paid off your home loan to the Post Office, check in with Tom Nook, who's so impressed that you paid your loan, he erects a sparkling golden statue of you near the Train Station! You can also receive a silver statue too. The statue is a great way to show off your fiscal responsibility!

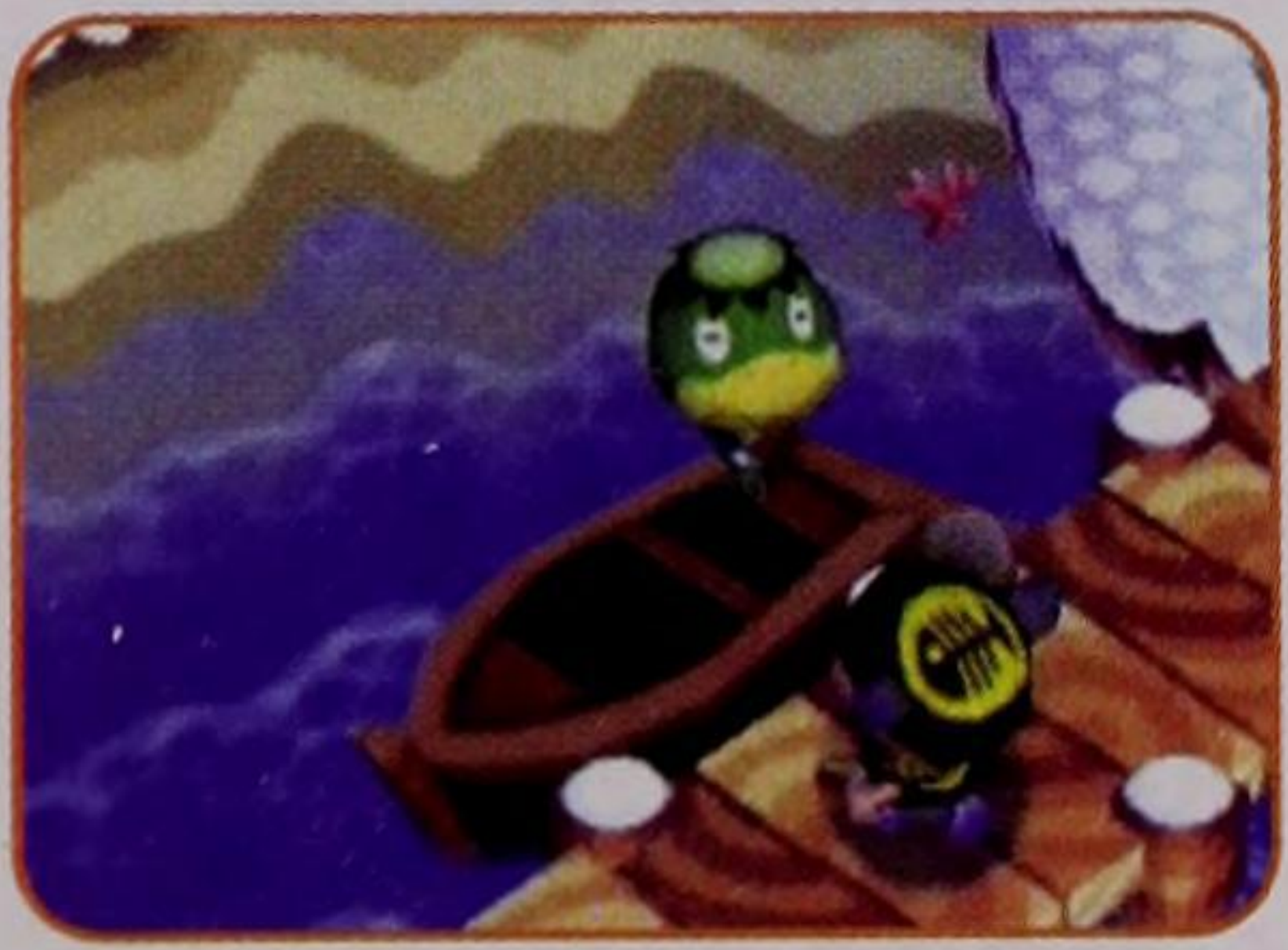
Jetty



Although you might have spotted a jetty with a pond and lily pads (the perfect spot for relaxing or fishing), there's a second jetty near the ocean, somewhere in the south.

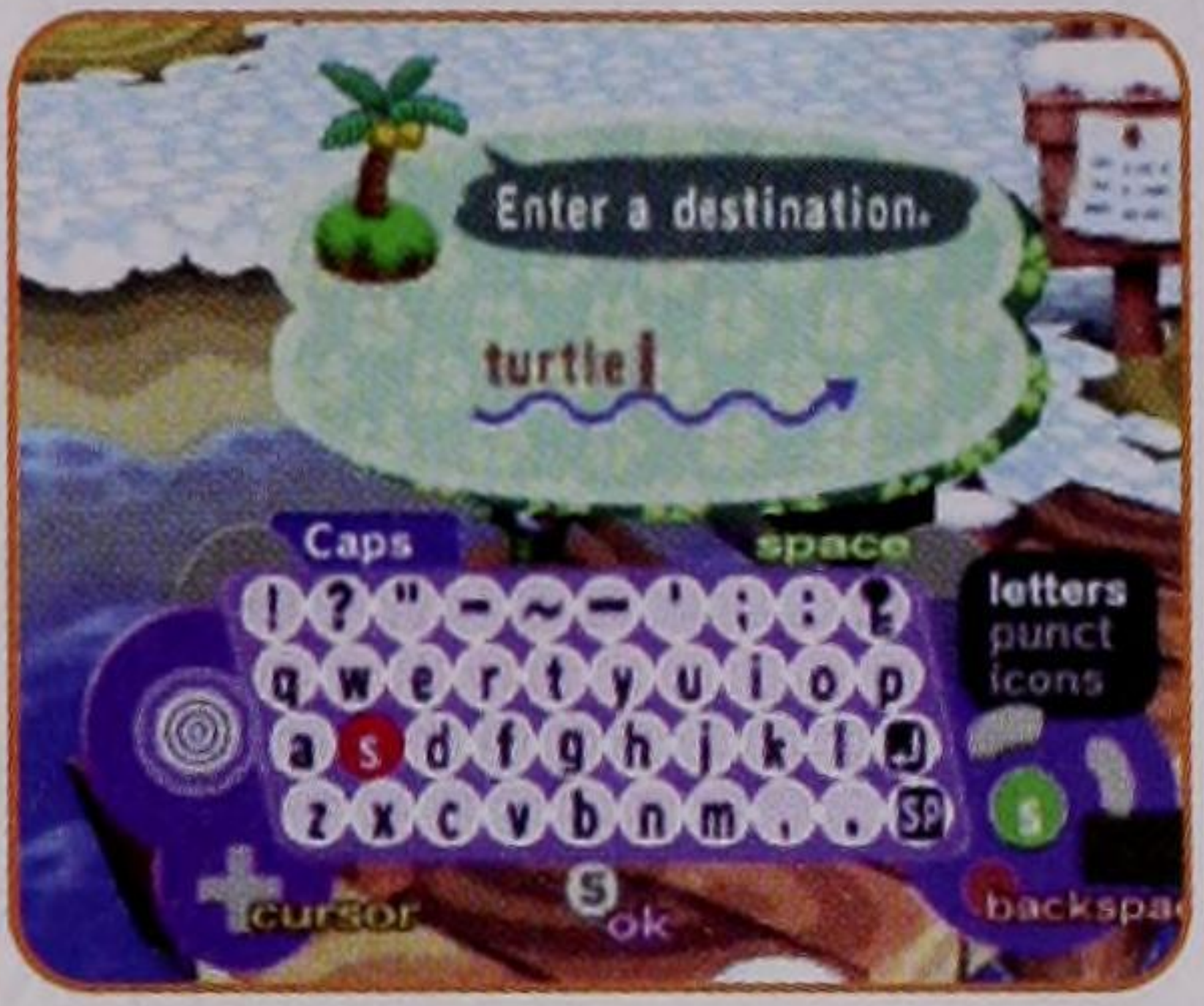

To call me, connect your Game Boy Advance, turn it on, and then come by the dock!
Kapp'n

Near the jetty is a sign. It lets you know that if you link up your Game Boy Advance, and place the Nintendo GameCube Game Boy Advance cable in Controller Socket 2 of your Nintendo GameCube, you can summon the Kapp'n!



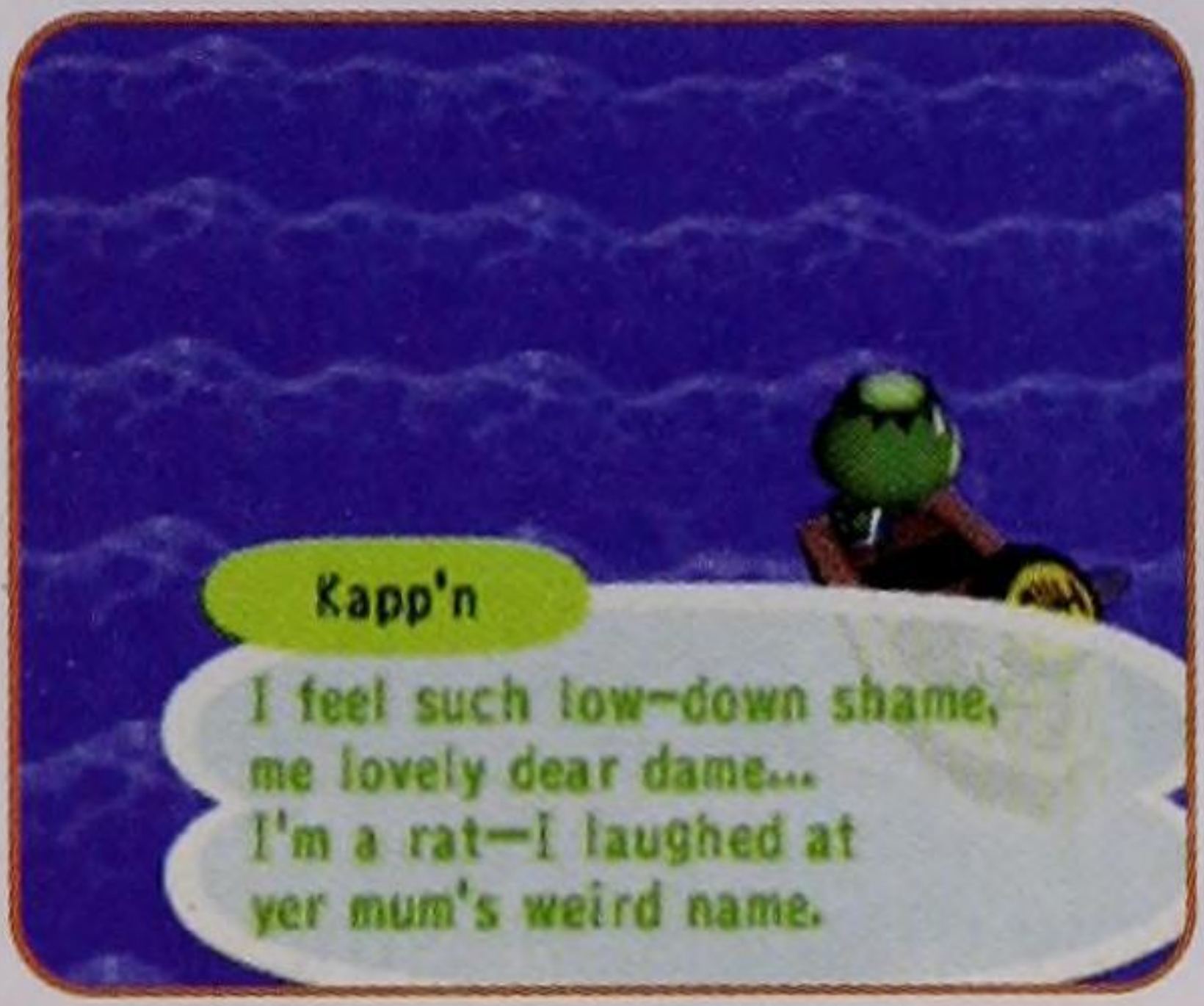
The Kapp'n is a salty sea dog. Well, except he's a turtle. Anyway, once your Game Boy Advance and Nintendo GameCube are synched, Kapp'n appears in his boat, floating off the side of the jetty. From here, you can board his boat, and set sail for a Tropical Island.

Tropical Island


Enter a destination.

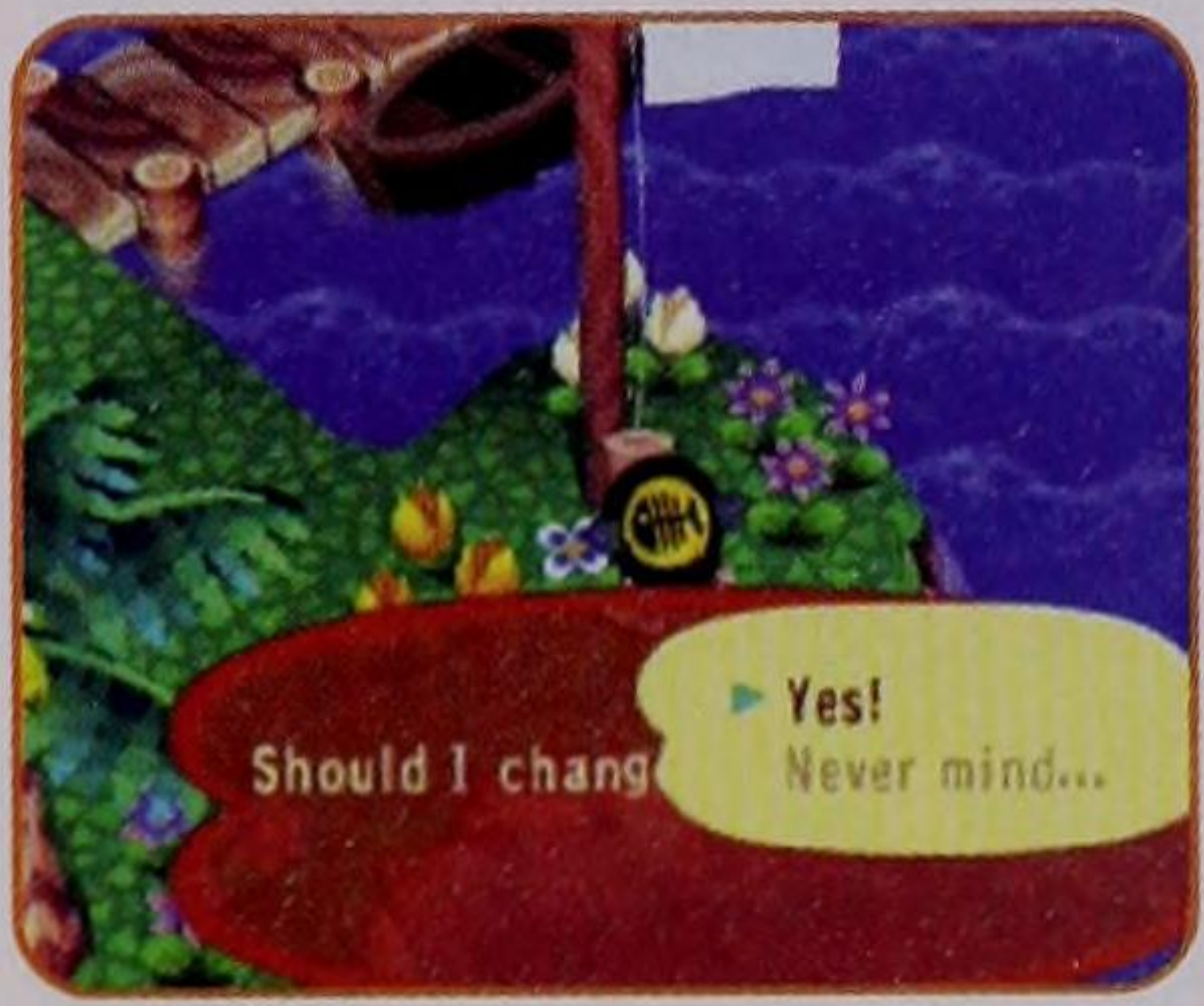
turtle

If you successfully summoned Kapp'n, you can climb aboard his small boat, and set sail for the Tropical Island. The first time set out, you're asked to name your island.


Kapp'n

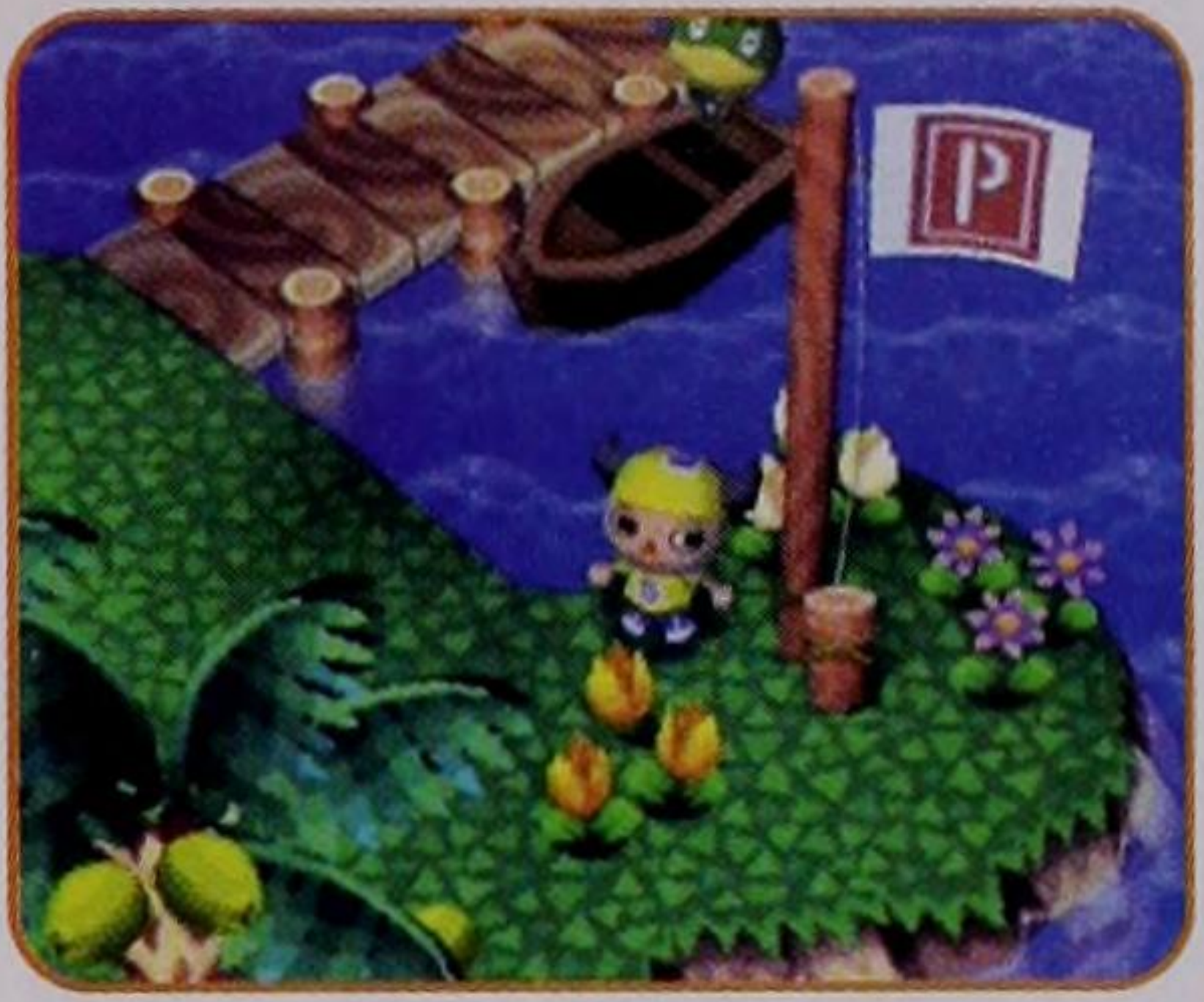
I feel such low-down shame, me lovely dear dame... I'm a rat—I laughed at yer mum's weird name.

During the trip, the Kapp'n sings an old seafarer's chantey. About cucumbers? Disembark at the Tropical Island jetty.

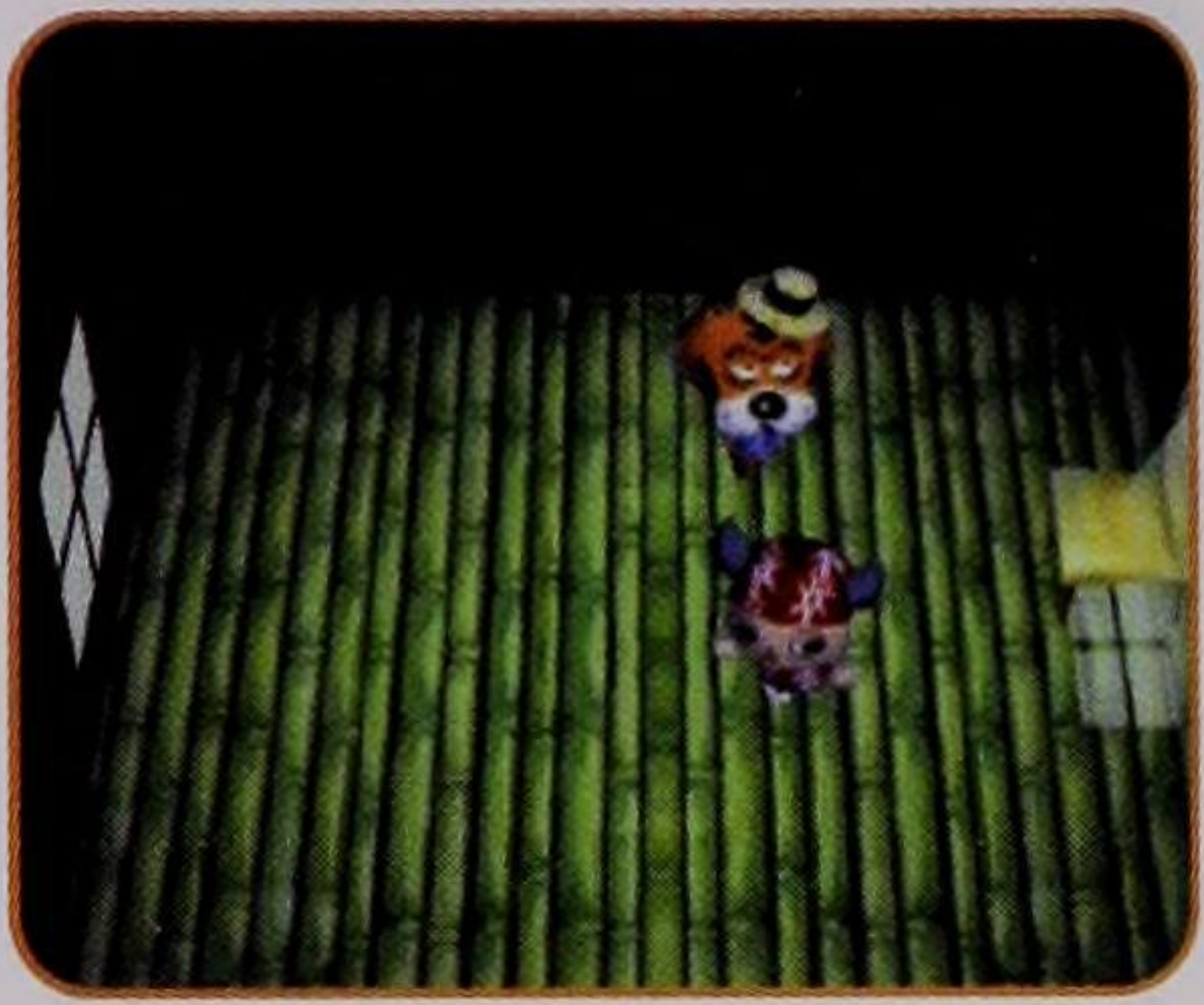

Should I chang

▸ Yes!
Never mind...

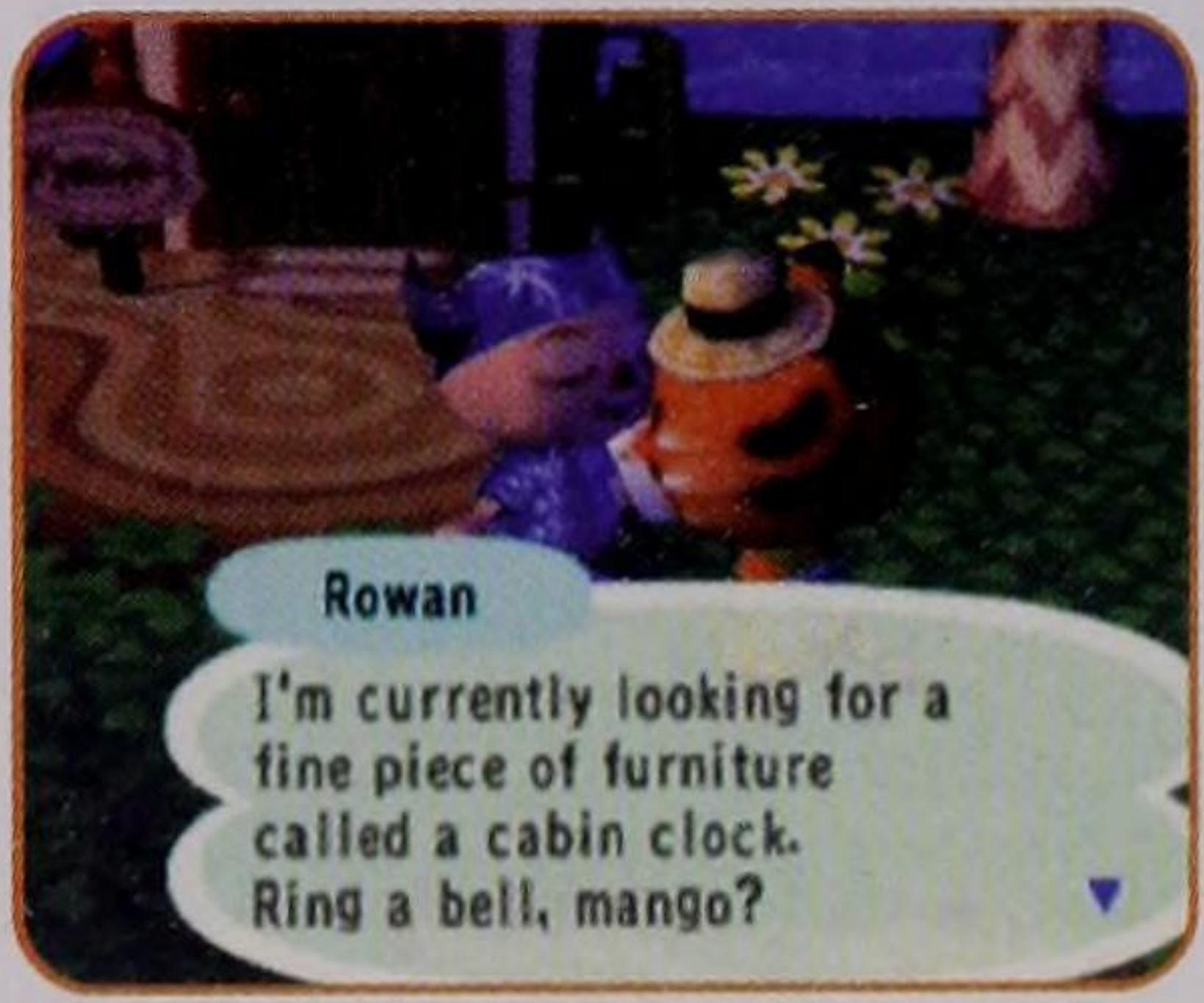
The Tropical Island is a tiny place, but it's filled with all kinds of treasure. First, notice a flagpole with a white flag flying. Investigate this promptly.



You can lower the flag, and raise it up again with one of your own designs that you made in the Able Sisters' store. Check out the picture above. We claim this island on behalf of Prima Games! Welcome all.

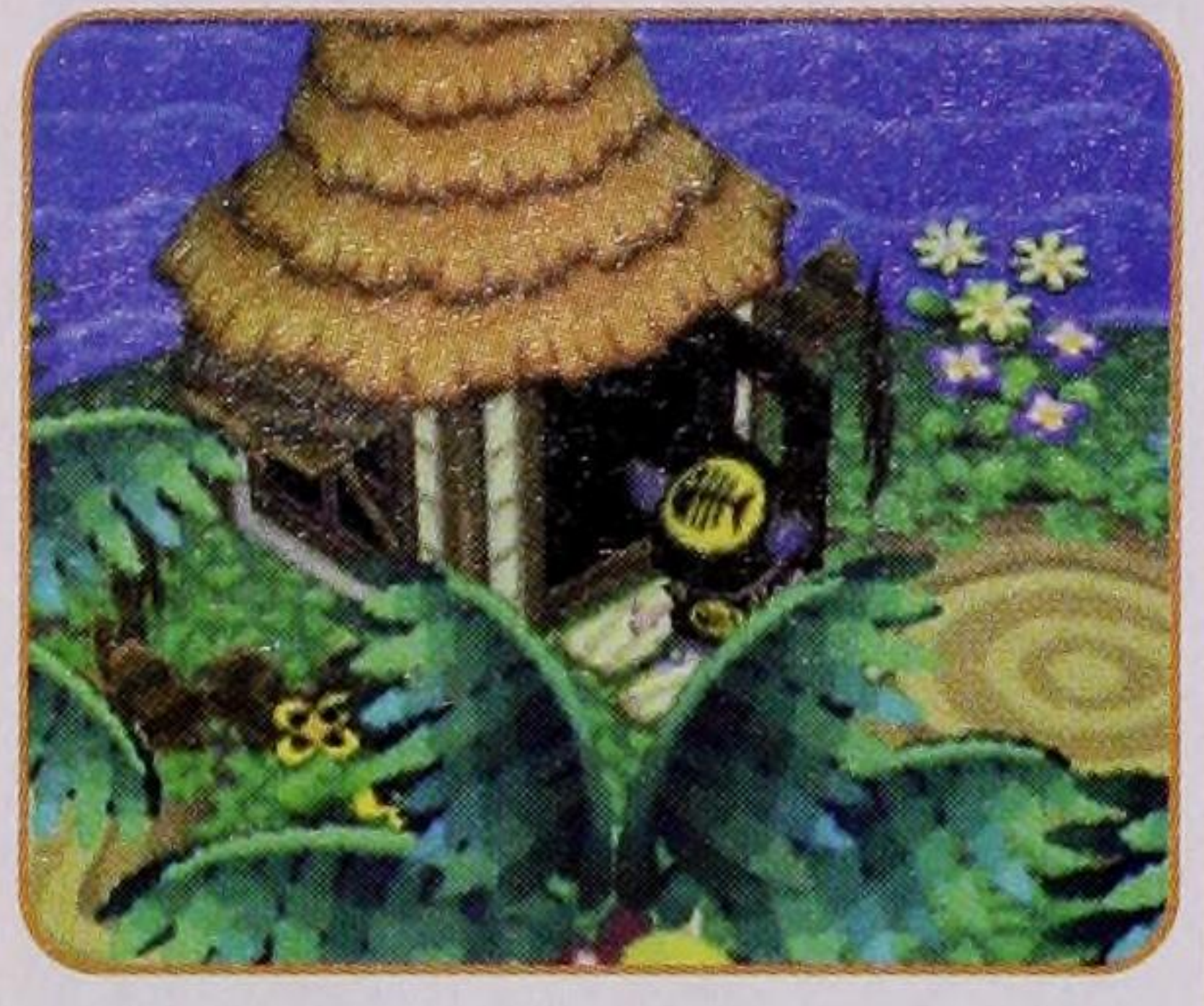


The Tropical Island is also home to a single inhabitant. This lonely guy or gal is one of 18 different dwellers that can appear on the island. In this example, we found Rowan the lion chilling out in his hut.

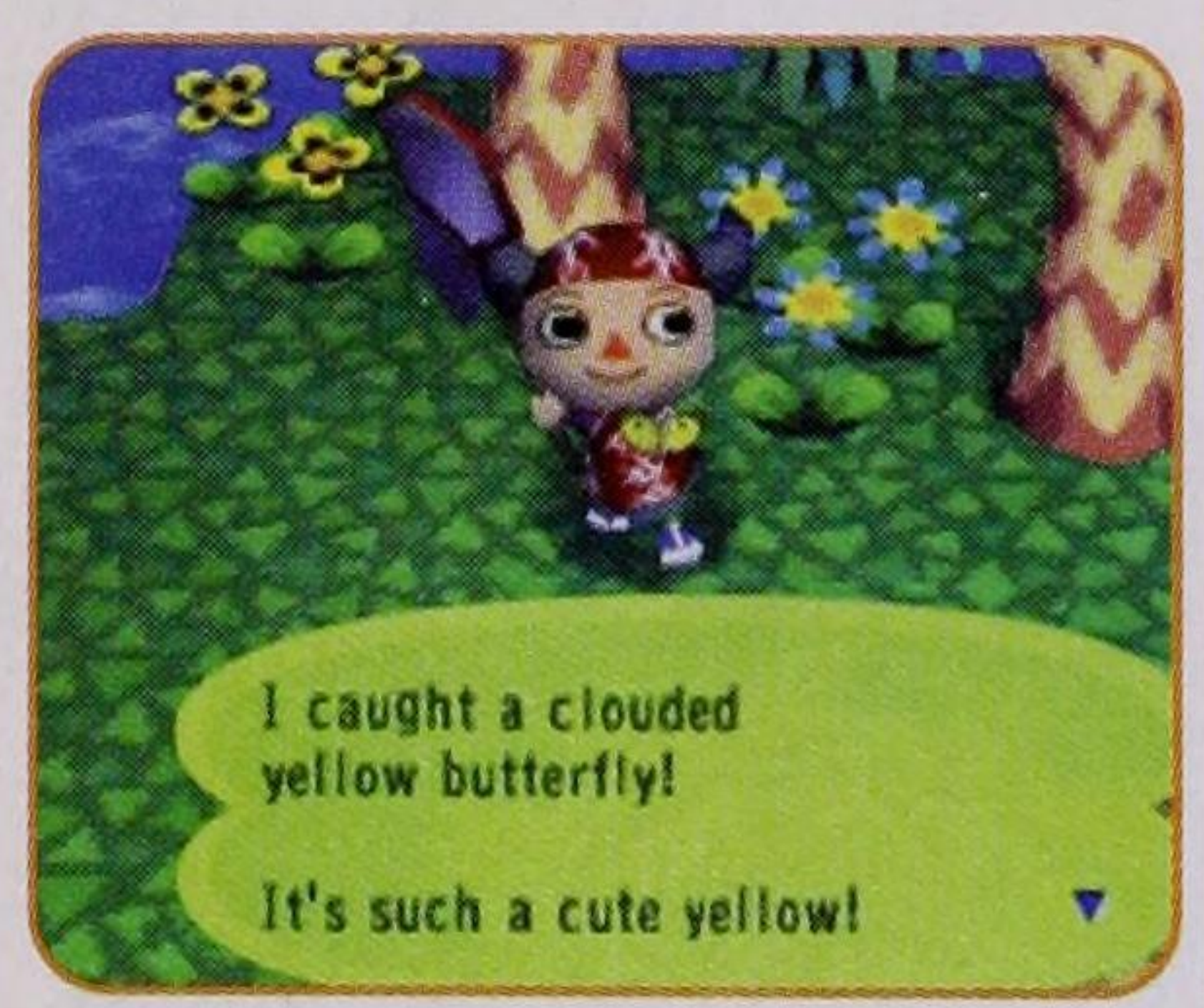

Rowan

I'm currently looking for a fine piece of furniture called a cabin clock. Ring a bell, mango?

You can run errands for your island dweller, or buy him gifts and keep him happy. Place some furniture you don't want or need inside his hut—you can't be too kind to this character.

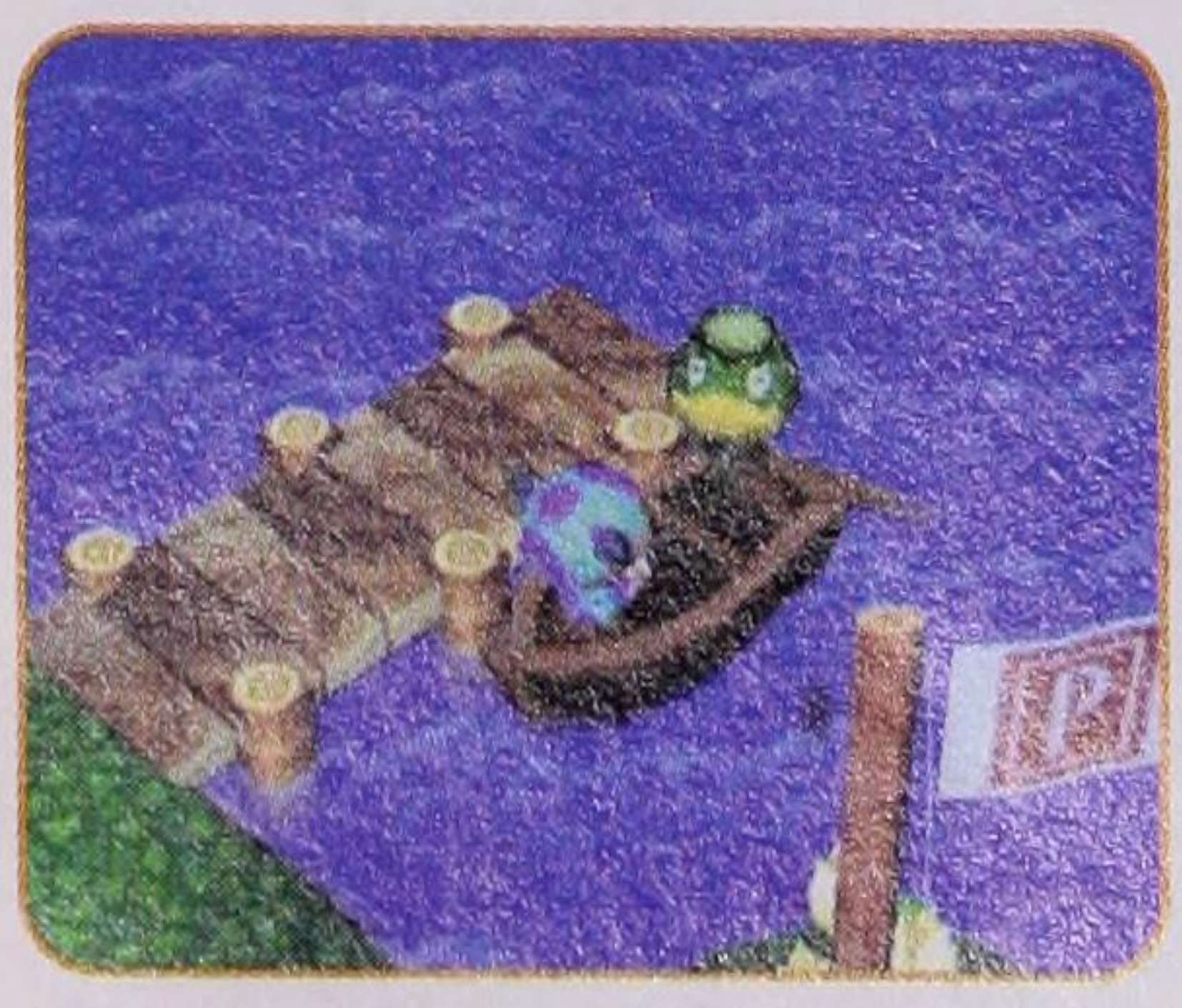


The second hut houses fabulous island prints to outfit yourself. Tom Nook won't buy them, so take them only if you want them.



I caught a clouded yellow butterfly!
It's such a cute yellow!

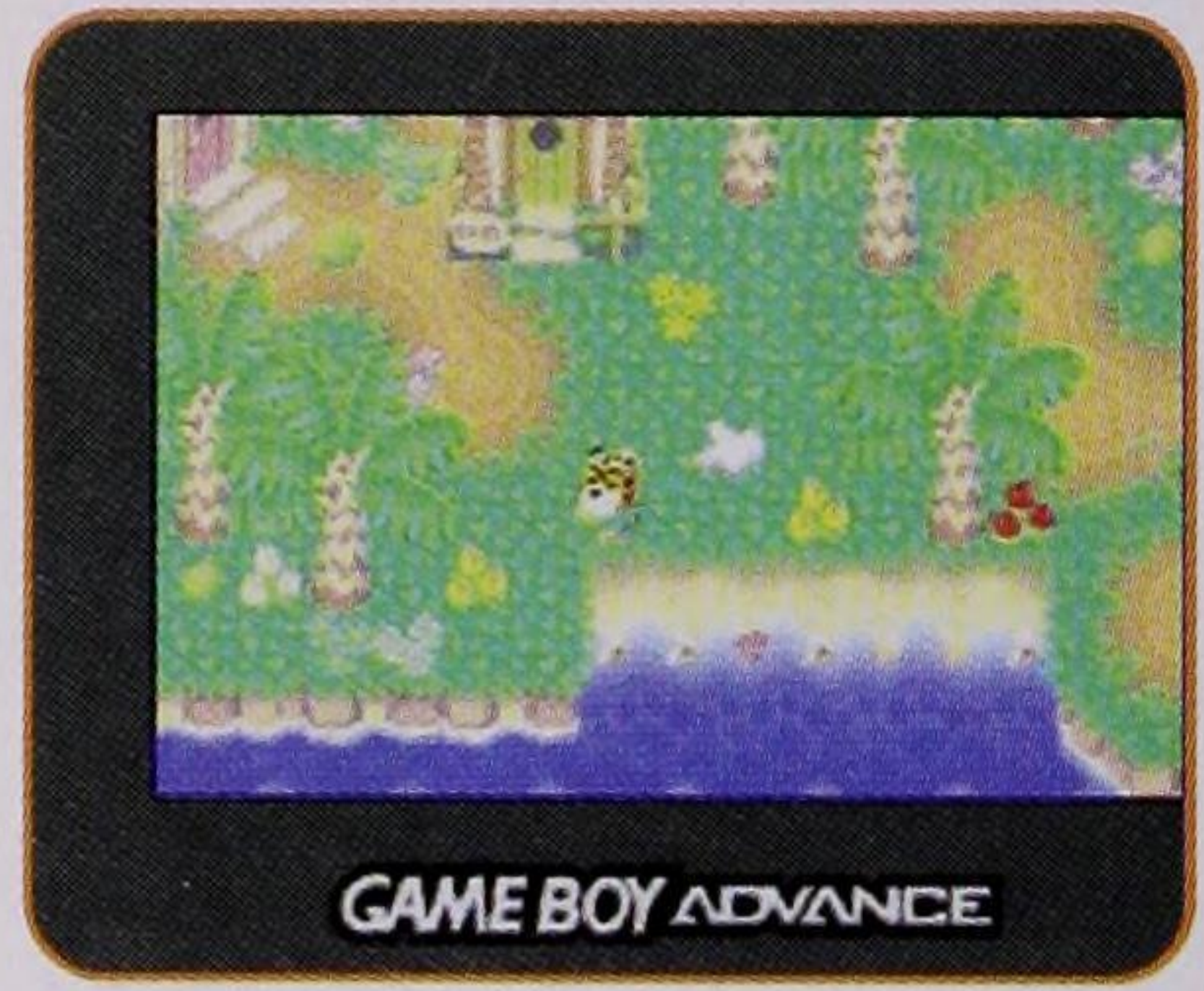
Explore the rest of the island carefully, as there are exotic Fish, Insects, and shells that can be grabbed and sold, or added to the Museum's collection. Take coconuts back to town and grow some trees.



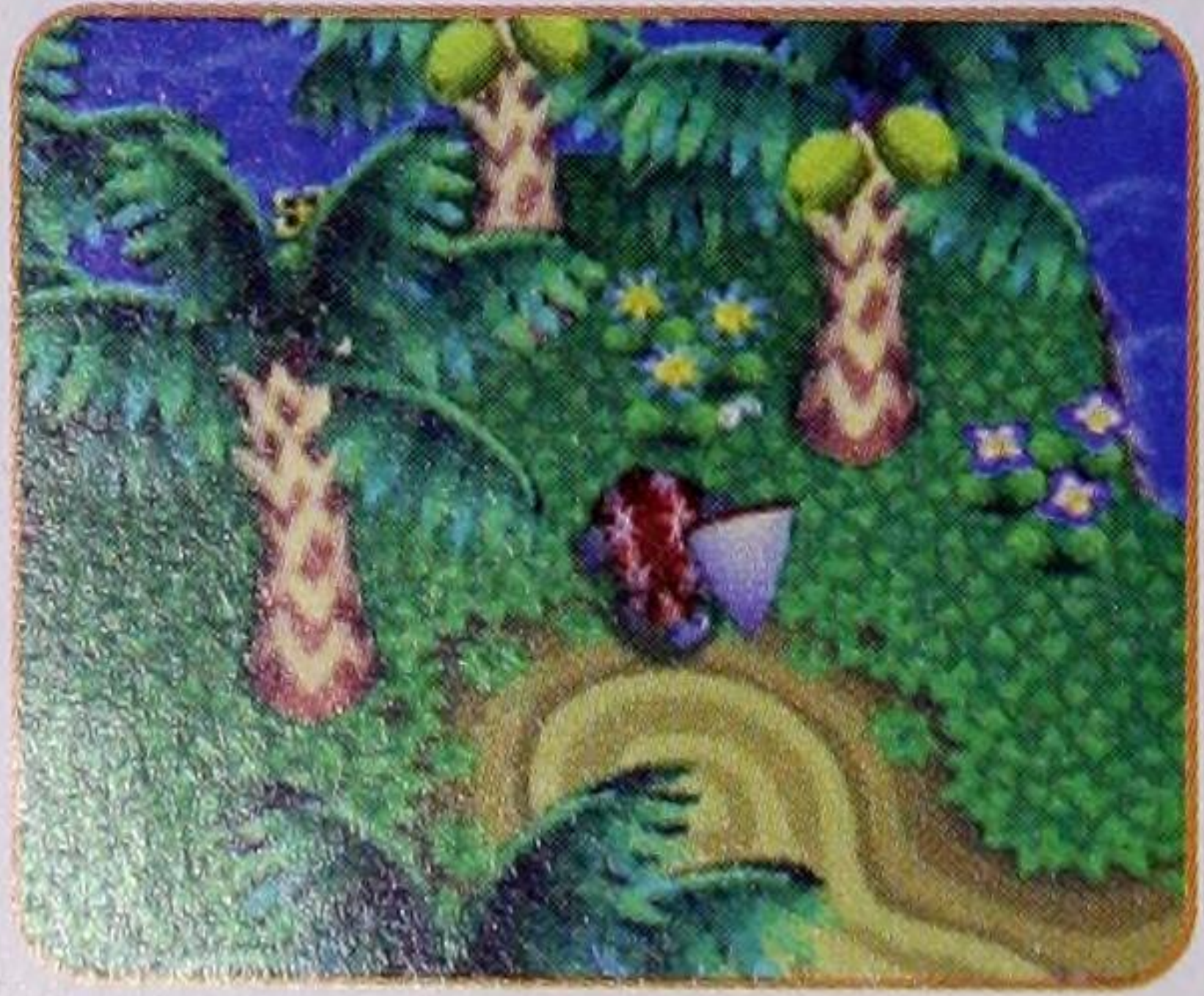
When you are ready to leave the island, return to Kapp'n's boat, and set sail back to the mainland. You have to endure another bout of barnacle-busting sea-chanteys along the way.

TIP

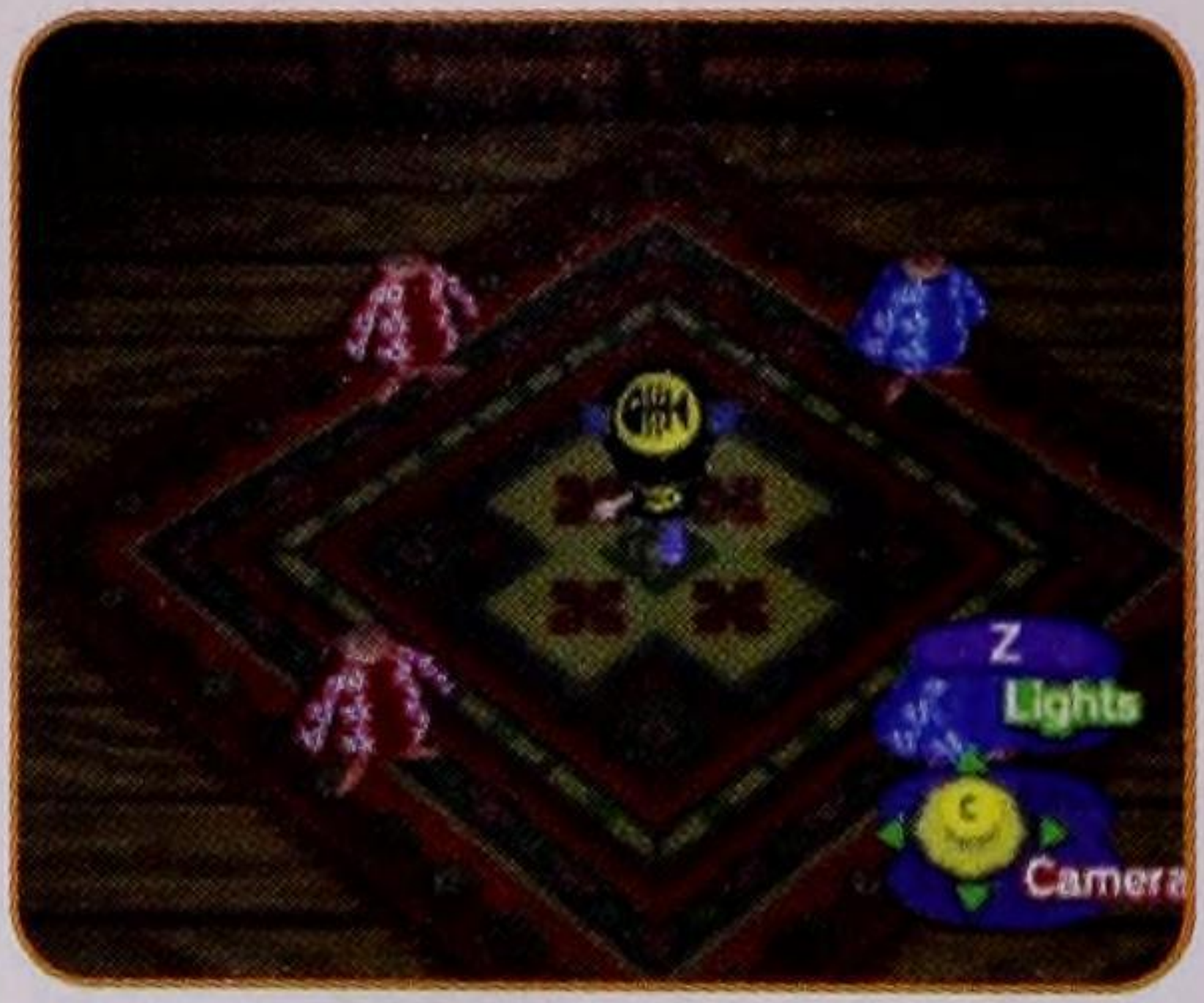
Make sure you enter the adjacent island or town acre before you return to the boat, or Kapp'n won't be facing the right way, and he shouts at you.



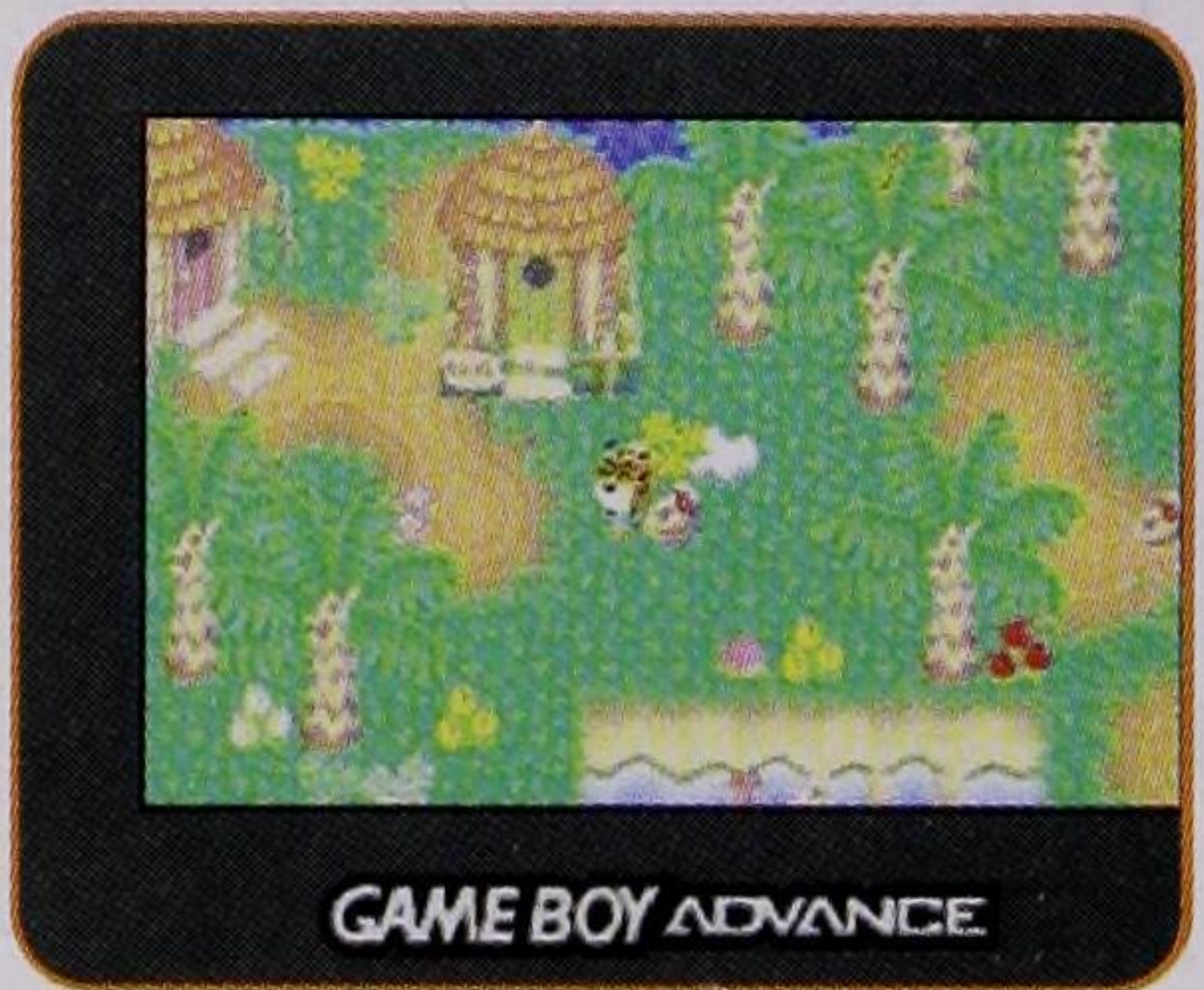
Now that you have the island on your Game Boy Advance, you can play with the island dweller. The Out on the Town section details the Game Boy Advance features tricks on how to make a ton of cash with this!



You can also trade Tropical Islands with your friends. This is the only way to see all of the different island dwellers, and to find some of the rarer Insects and Fish. Don't forget to visit your friend's island!



Make your island hermit happy by feeding him fruit and catering to his every need. If your island pal wants a Hi-Fi Stereo, buy one and place it in that shack. You can also put your own items in these houses.

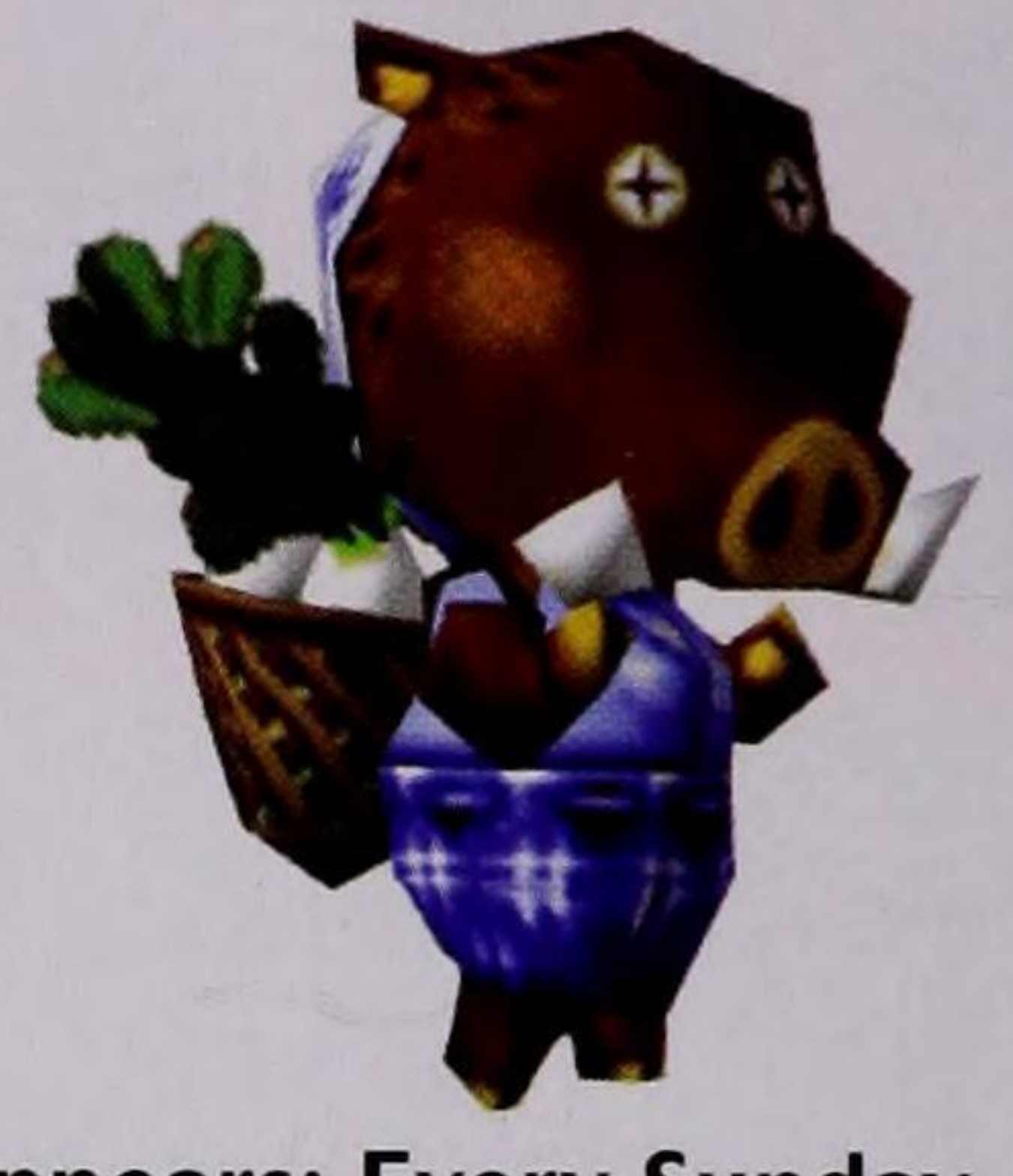


If you have "gold" manual tools, like the Axe or Net (how to get these is shown in the next chapter), leave them on the island to use when you are playing the Game Boy Advance game. This enables you to dig in the ground, or catch the floating chest! The Checklist at the back of the book shows you the Island items you can obtain.

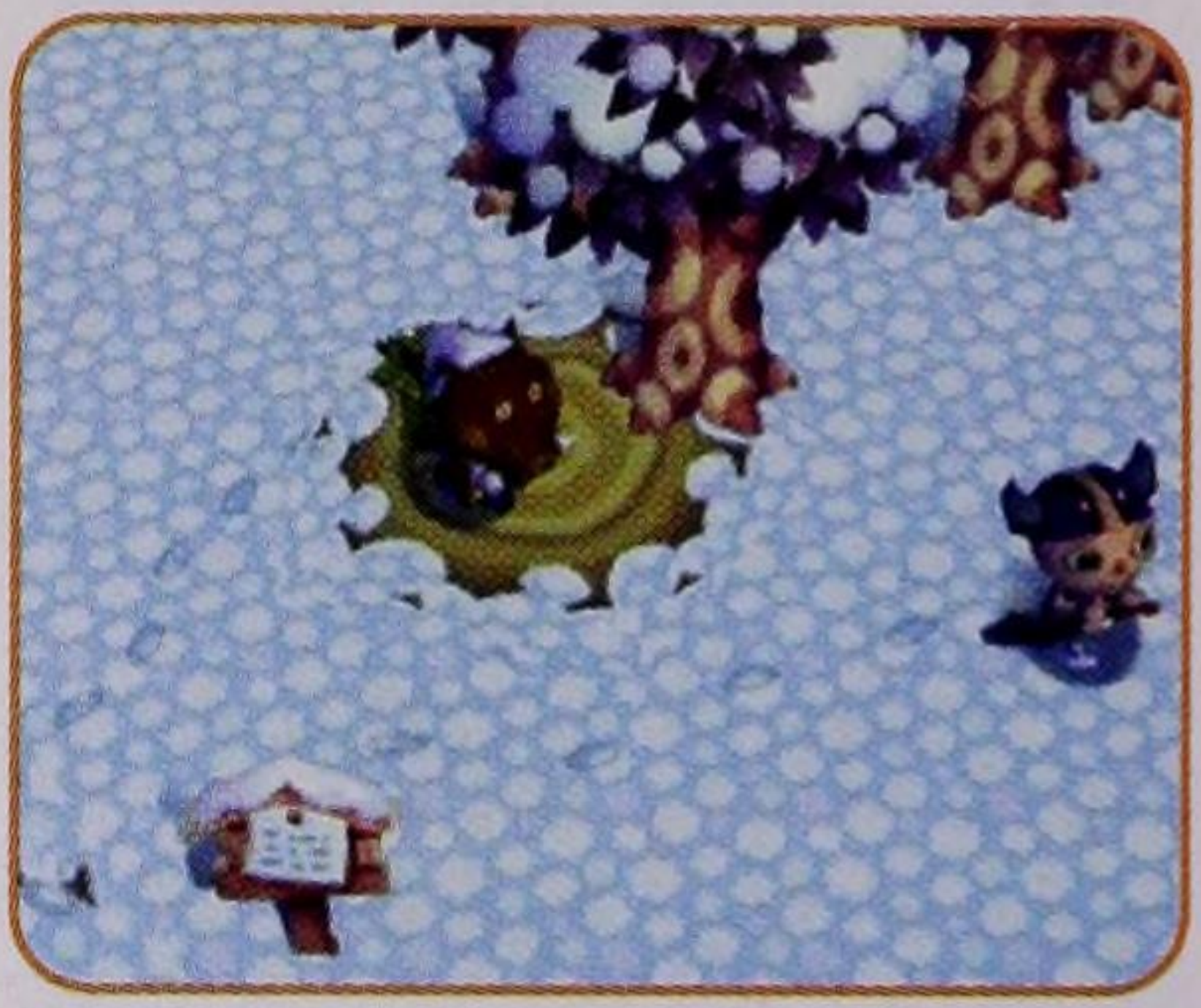
Wandering Characters

The remainder of this chapter is dedicated to a group of individuals who visit your town at different times during the month, and offer a host of services. Here's what to expect from them.

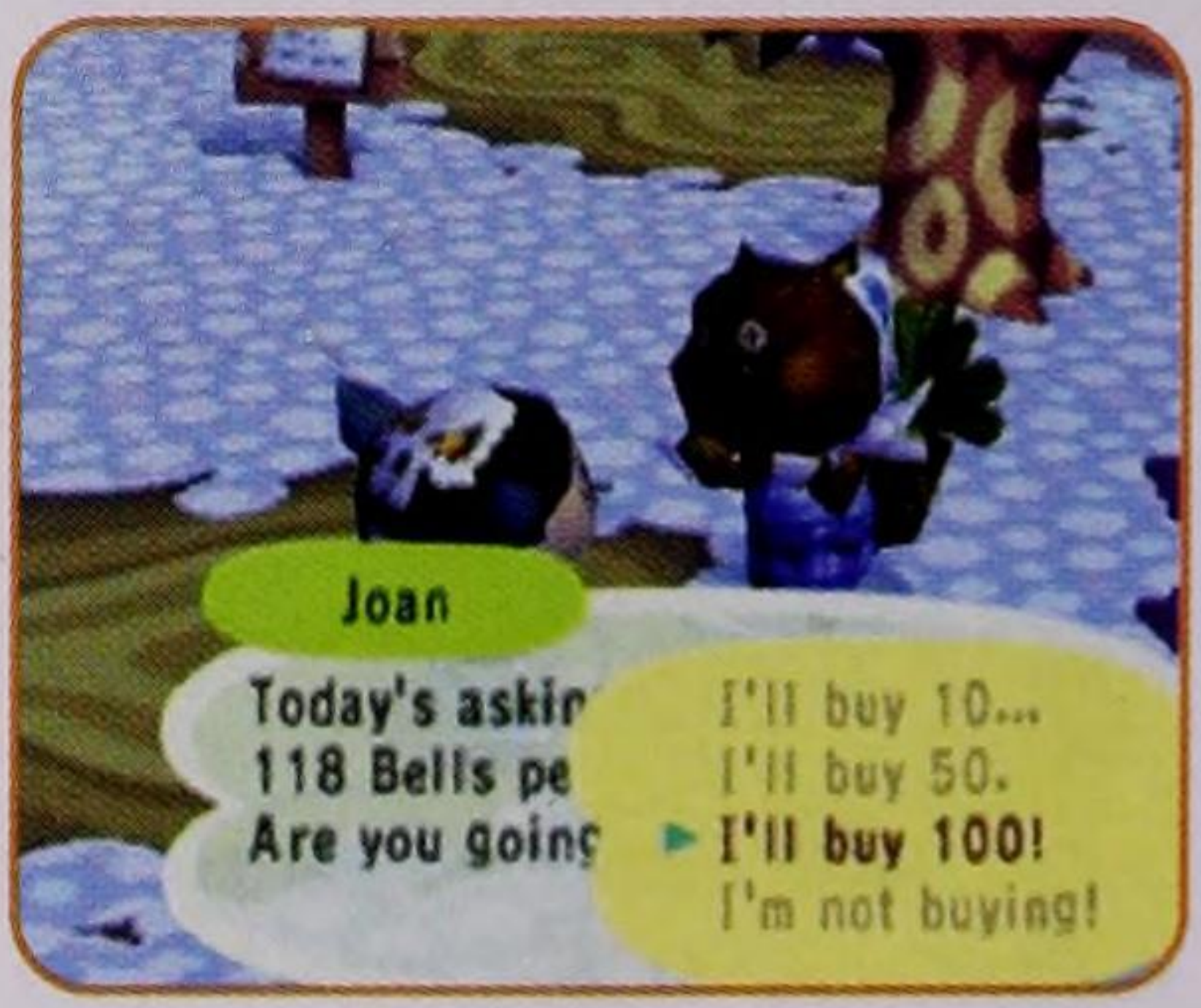
Joan the Turnip Seller



Appears: Every Sunday 06:00-12:00



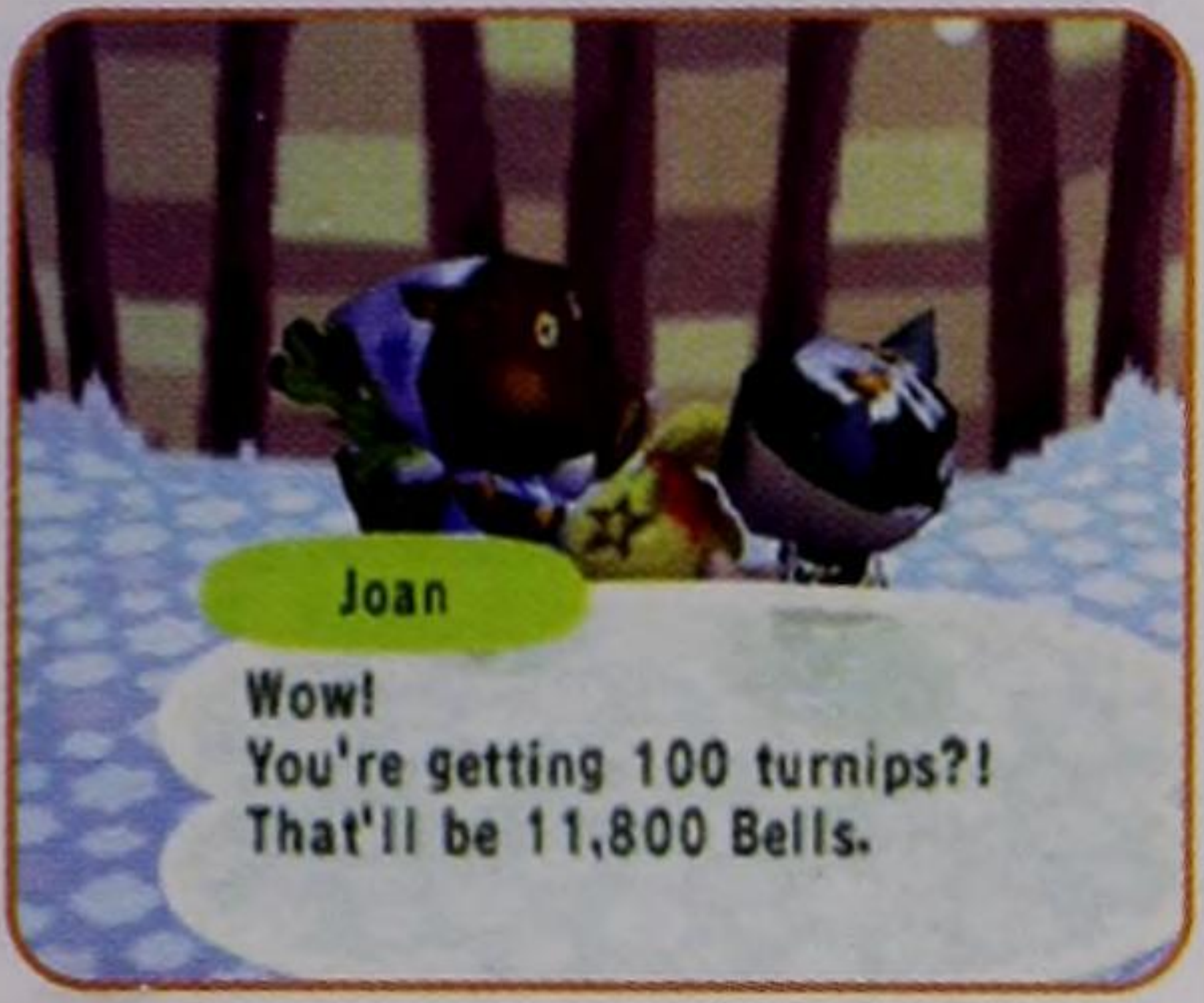
Joan sells Turnips for around 80-120 Bells every Sunday morning. This may not seem that exciting, until you realize that Tom Nook pays out loads of Bells for Turnips, and you can turn a tidy profit!



Joan
Today's aski
118 Bells pe
Are you goin

I'll buy 10...
I'll buy 50.
► I'll buy 100!
I'm not buying!

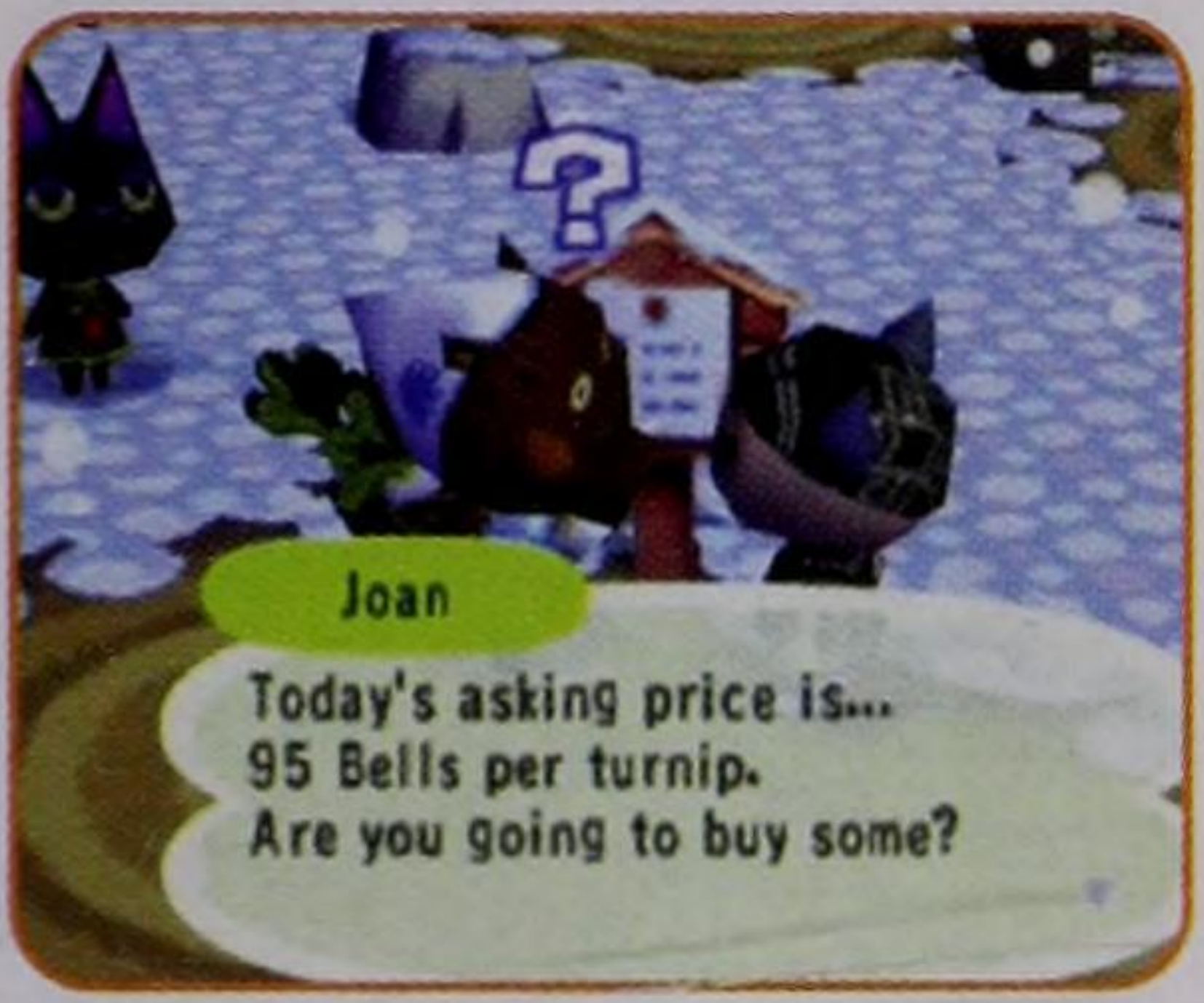
Choose to buy 10, 50, or 100 Turnips from Joan, and keep coming back for more. Don't get crazy and buy too many, as you have to sell them within a week of your purchase, or they go rotten!



Joan

Wow!
You're getting 100 turnips?!
That'll be 11,800 Bells.

Tom Nook doesn't buy Turnips on a Sunday, so return the next day and enter his store. Sell the Turnips to Tom, and you'll initially turn an incredible profit! However, if you continue to buy and sell turnips, the amount Tom pays for them dwindles until it isn't worth your while any more. Poor Joan!

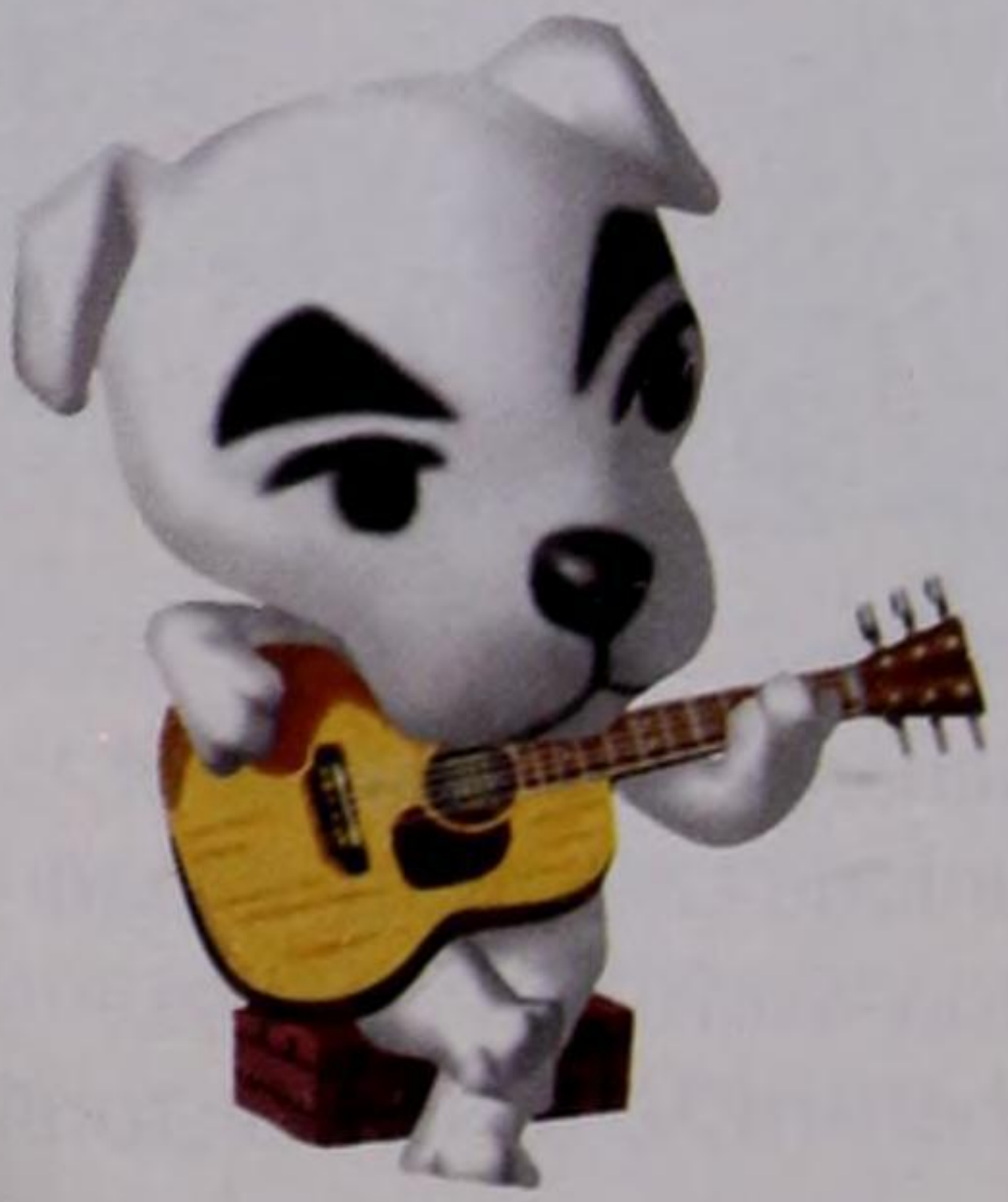


Joan

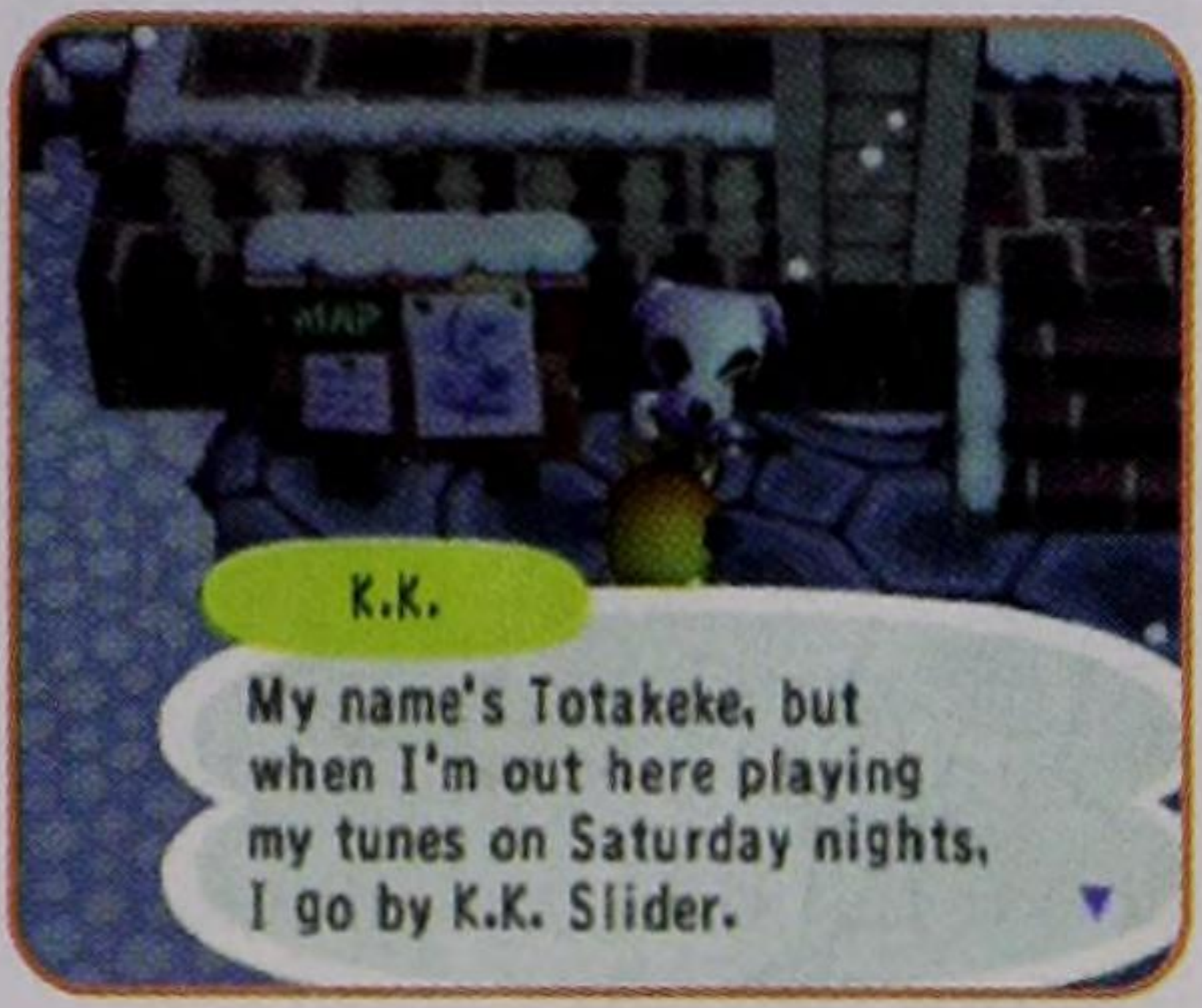
Today's asking price is...
95 Bells per turnip.
Are you going to buy some?

If you're crafty, you could buy Turnips in your village, then travel to a friend's town who doesn't know about Joan and the Turnip profits, and then sell your Turnips to Tom Nook there. Then leave quickly, before anyone finds out!

Totakeke the Musician



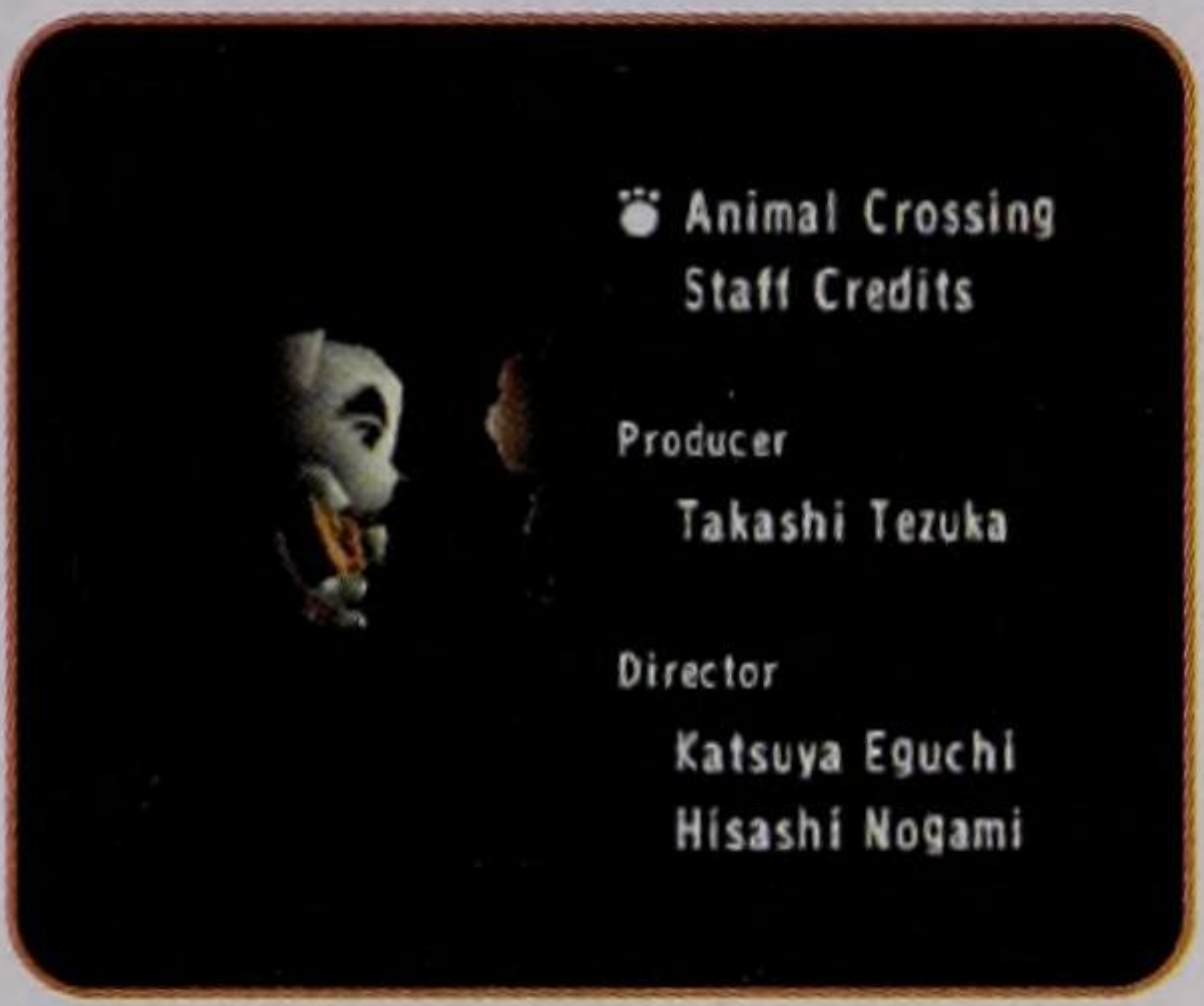
Appears: Every Saturday 20:00-24:00



K.K.

My name's Totakeke, but when I'm out here playing my tunes on Saturday nights, I go by K.K. Slider.

Ask this pooch to strum his guitar and play you a tune he's composed, or one that you've made up, simply by talking to him at the Train Station. He's always there between 8 p.m. and midnight on a Saturday. He also goes by the name K. K. Slider.

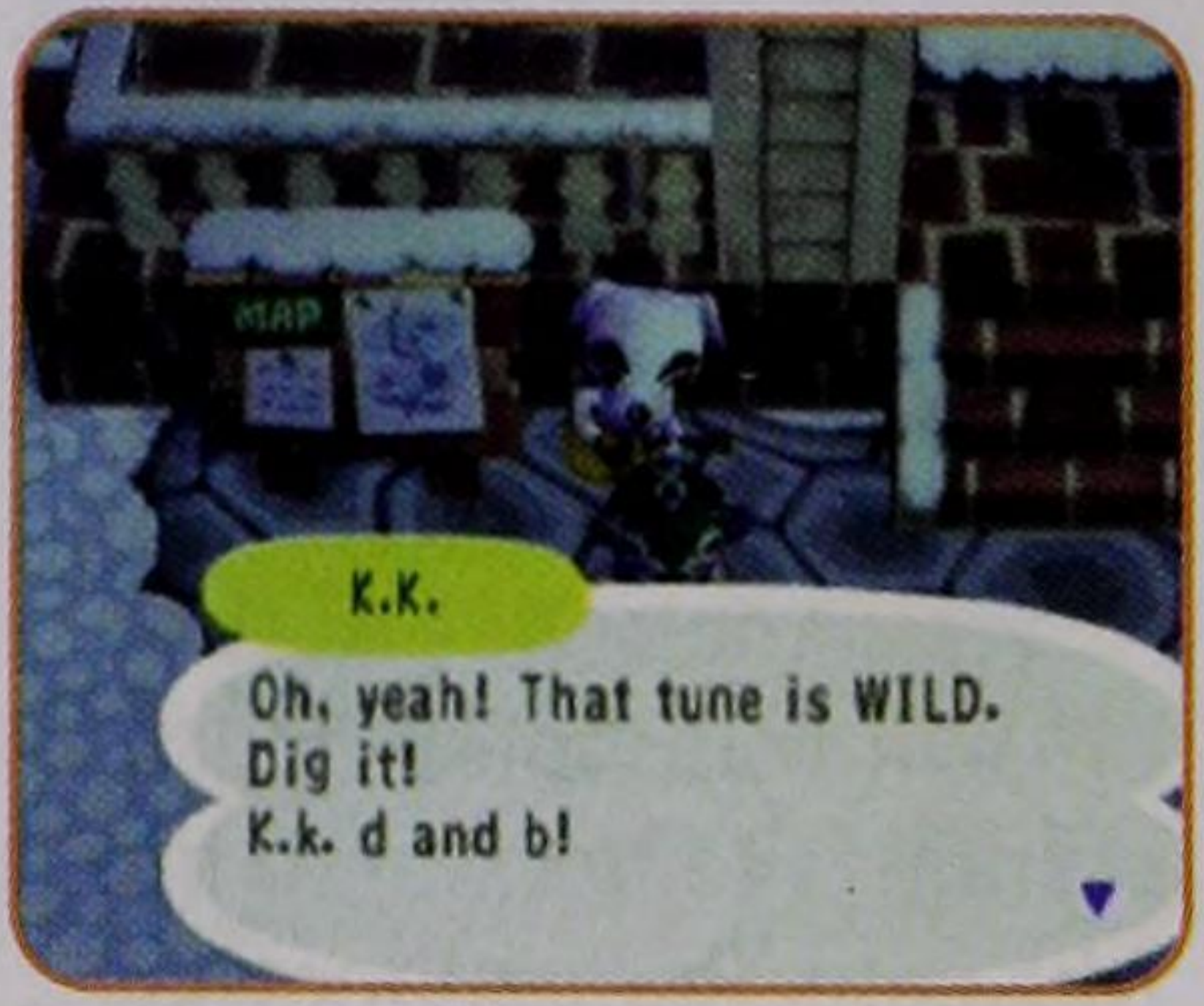


Animal Crossing
Staff Credits

Producer
Takashi Tezuka

Director
Katsuya Eguchi
Hisashi Nogami

He plays a tune, which you cannot skip, while the game credits roll by. He plays only one song per night, and at the end of the song, you can take the melody and add it to your collection. This can then be placed in any item in your home that plays music. The complete playlist is shown in the Checklist section.

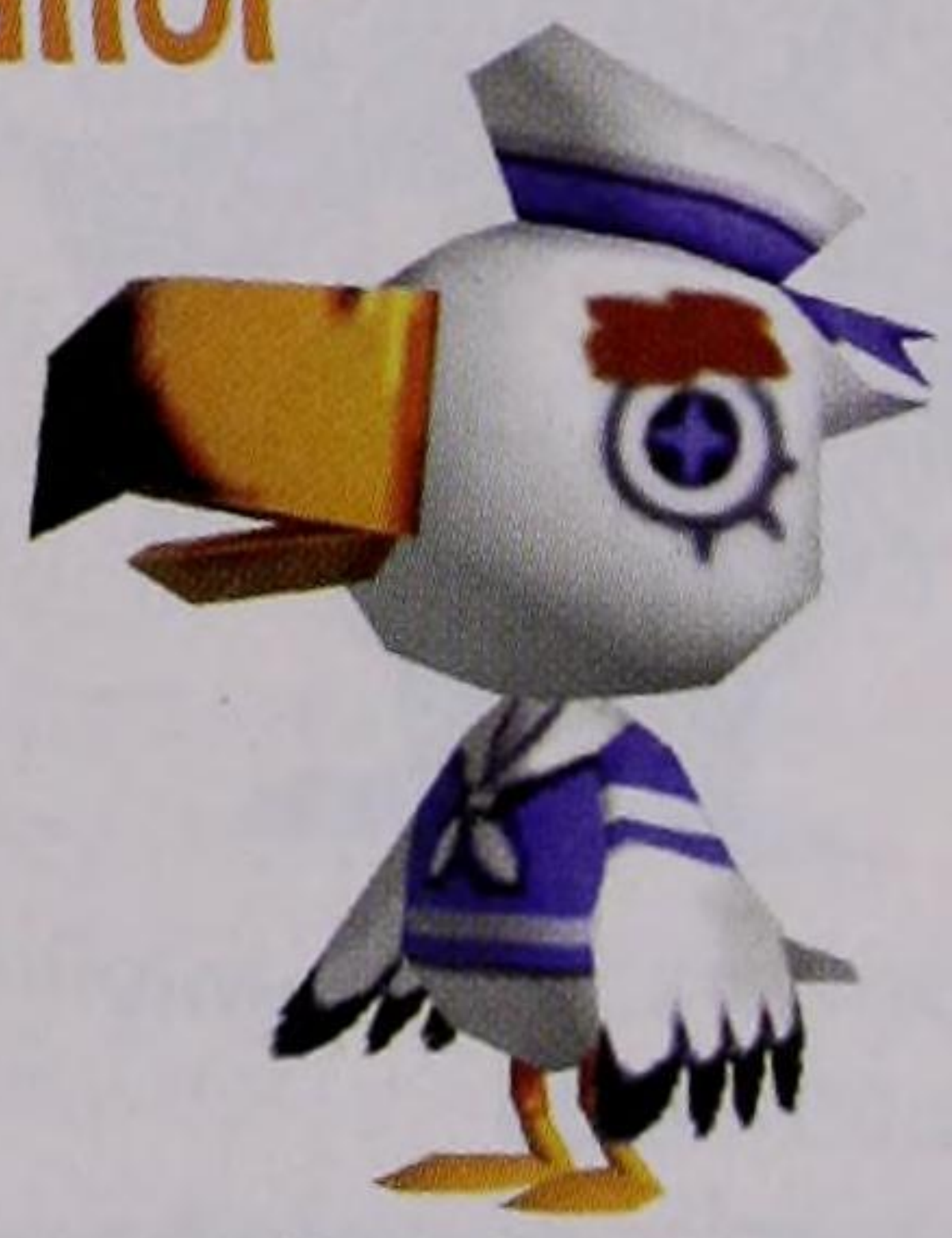


K.K.

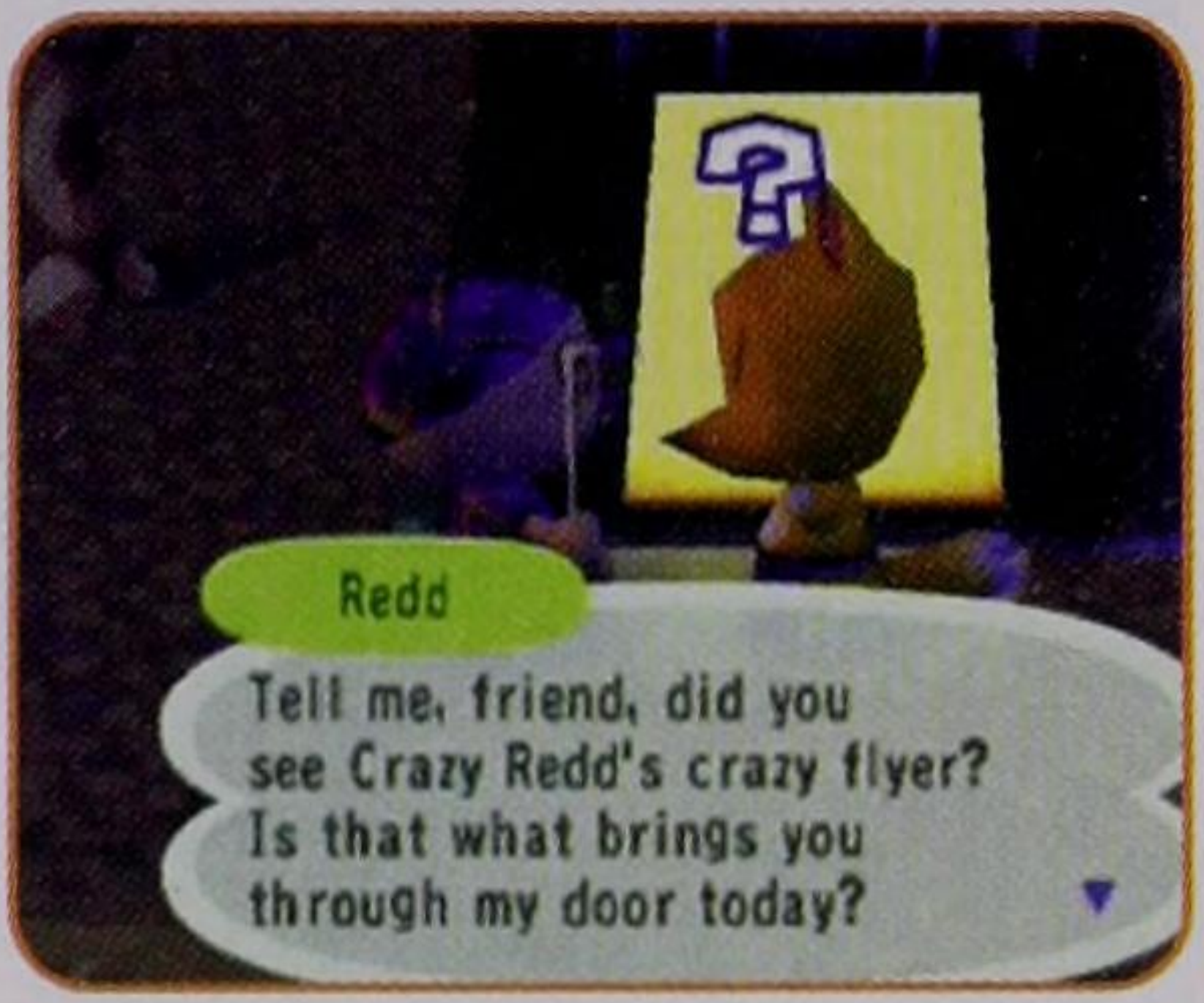
Oh, yeah! That tune is WILD.
Dig it!
K.k. d and b!

This is the only way to add to your musical collection, and you can have any of K. K. Slider's tunes played as you enter the house—which is cool when you have visitors from outside town you want to entertain while you're gone!

Gulliver the Shipwrecked Sailor



Appears: Randomly 06:00-4:00



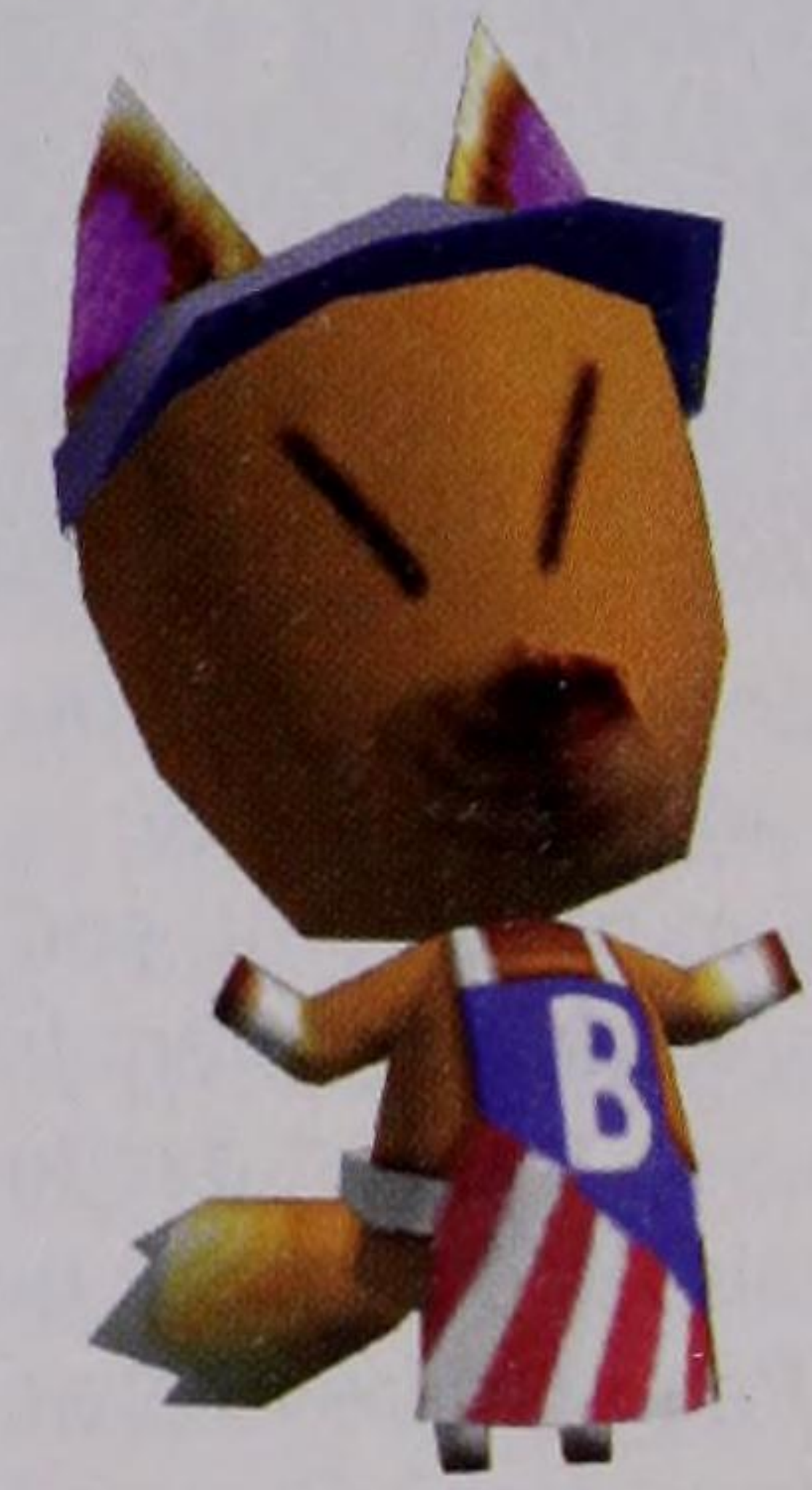
Redd

Tell me, friend, did you see Crazy Redd's crazy flyer? Is that what brings you through my door today?

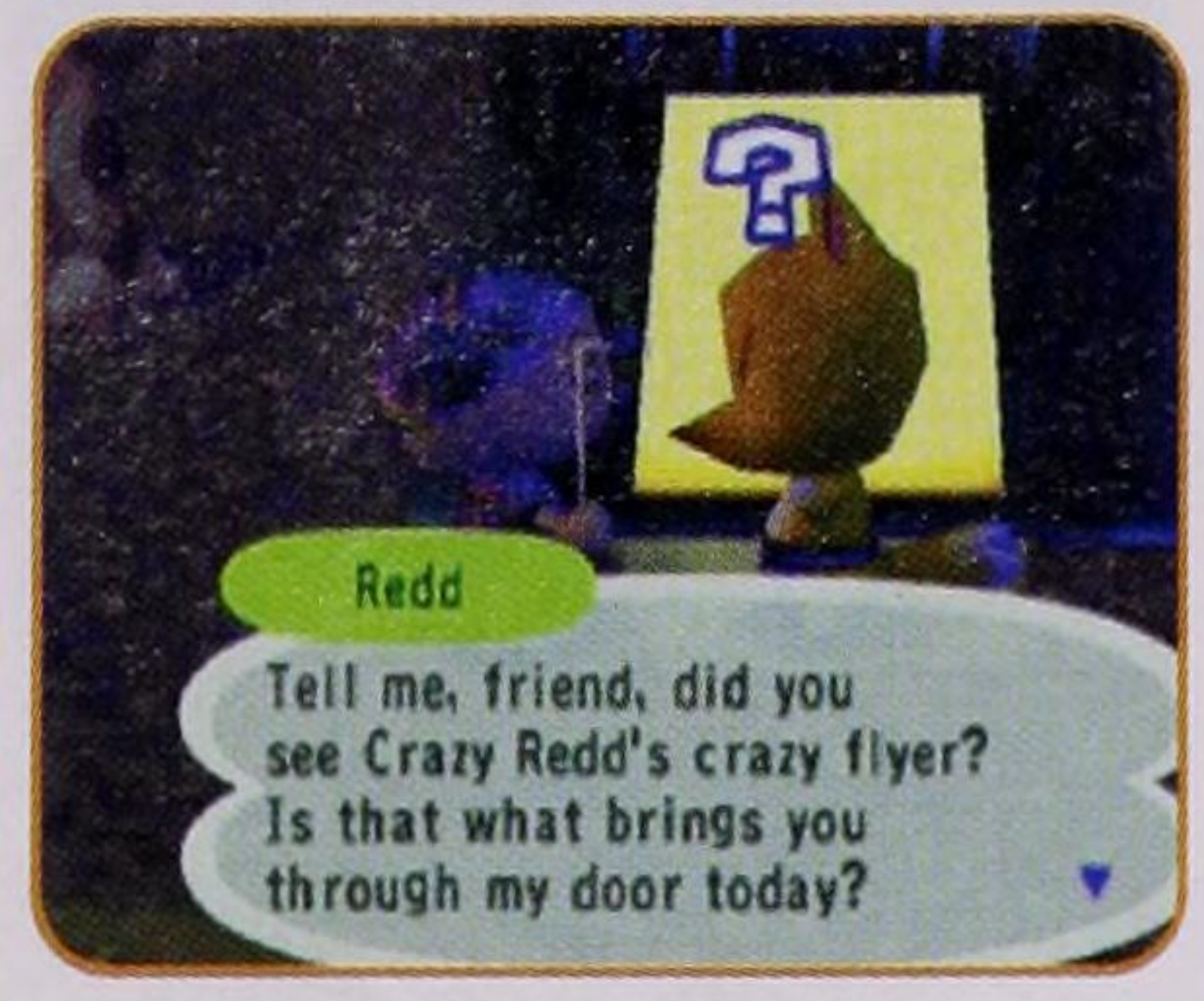
This loony sailor bird constantly gets washed up on the beach to the south of your town, and he's always making excuses about why he landed in the water and floated up here. But first, you need to talk to him!

Remember that Copper tells you when Gulliver appears. Talk to Gulliver again and again until he stops sleeping, and he'll be so happy you saved his life that he'll award you a rare item. His entire inventory of items can be viewed in the Checklist at the back of the book.

Crazy Redd the Shady Furniture Dealer



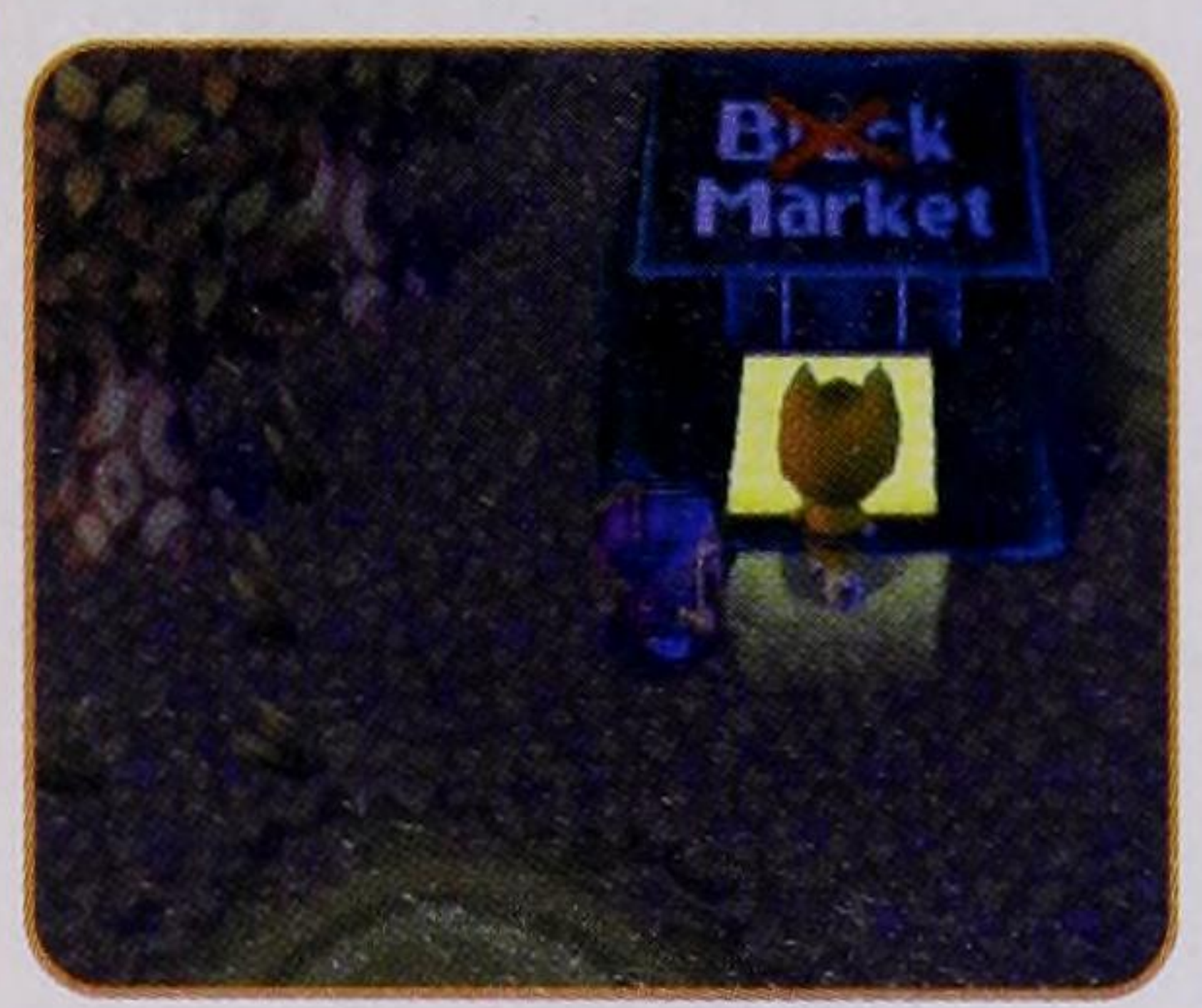
Appears: Randomly 18:00-18:00



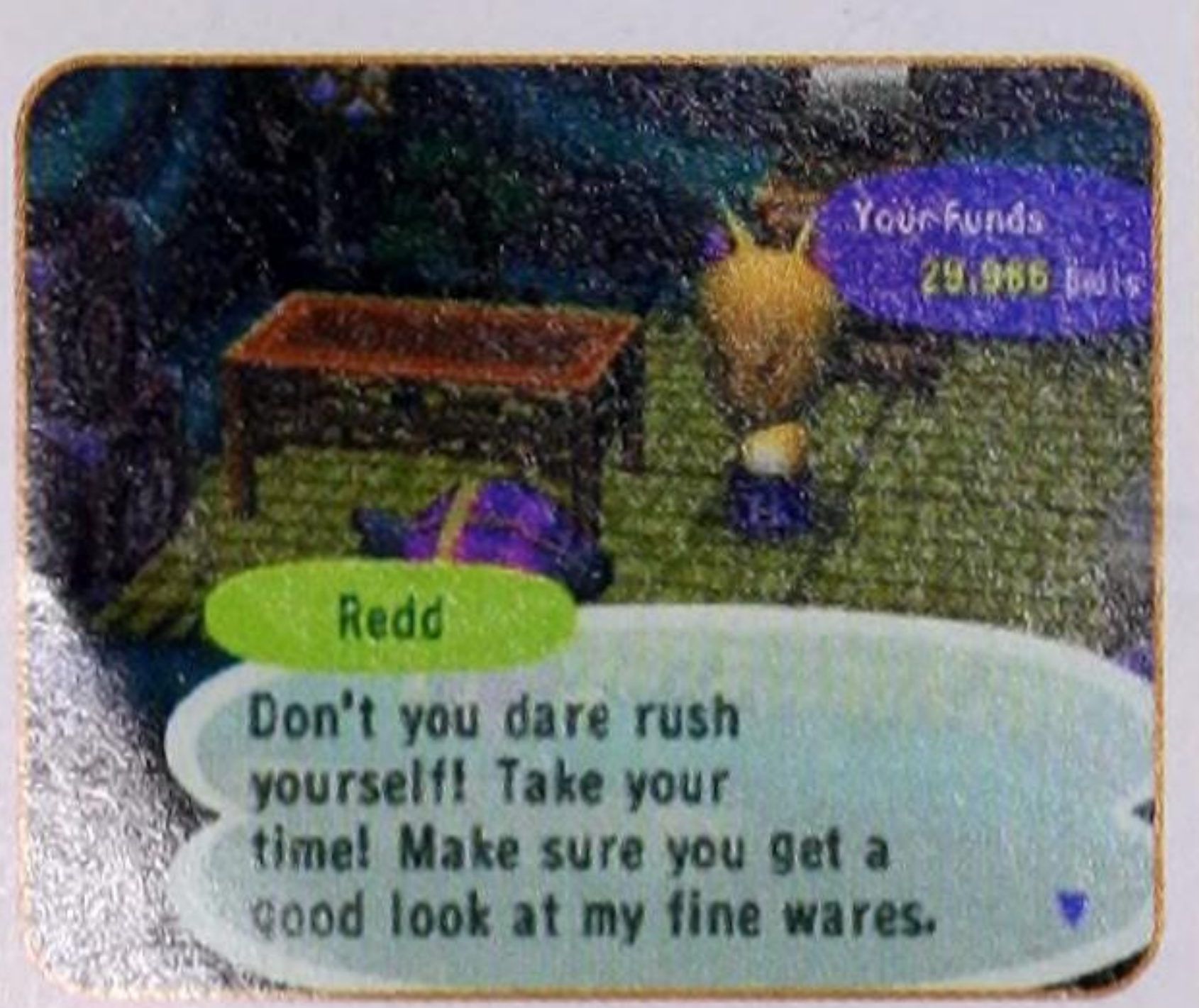
Redd

Tell me, friend, did you see Crazy Redd's crazy flyer? Is that what brings you through my door today?

Crazy Redd is the fox with the black tent with "bargains" to be had. Sometimes he sends you a letter, letting you know he'll be heading into town. His exact list of furniture is revealed later in the Checklist section. All of these items are unique to Crazy Redd—you won't find them anywhere else!



Copper can provide you with an exact acreage location to the tent, and Crazy Redd stays here from 6 p.m. on the first day to the sale, to 6 p.m. the next day. Ready to be fleeced by this foxy chap? Then talk to him, and enter his stall!

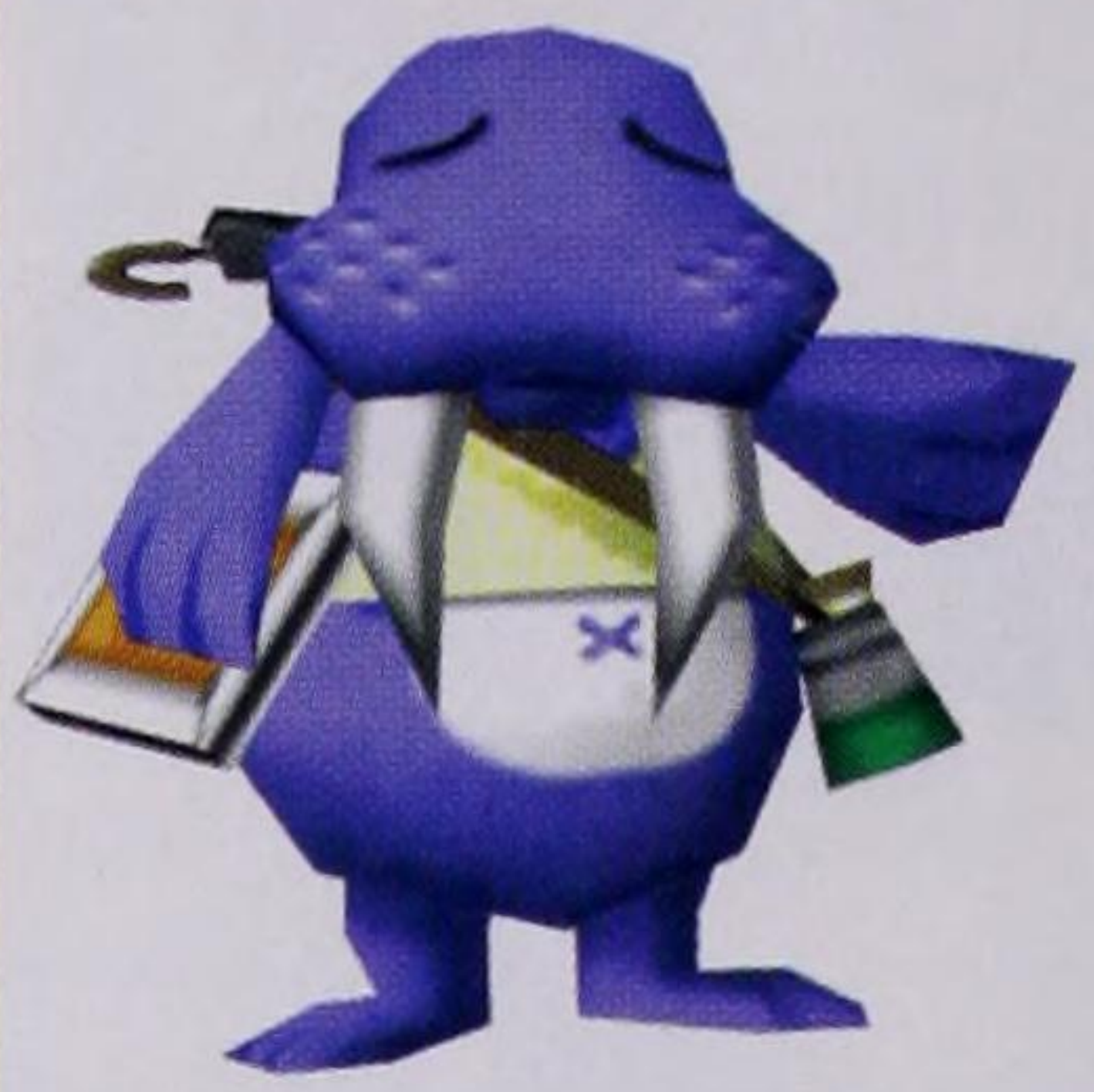


Redd

Don't you dare rush yourself! Take your time! Make sure you get a good look at my fine wares.

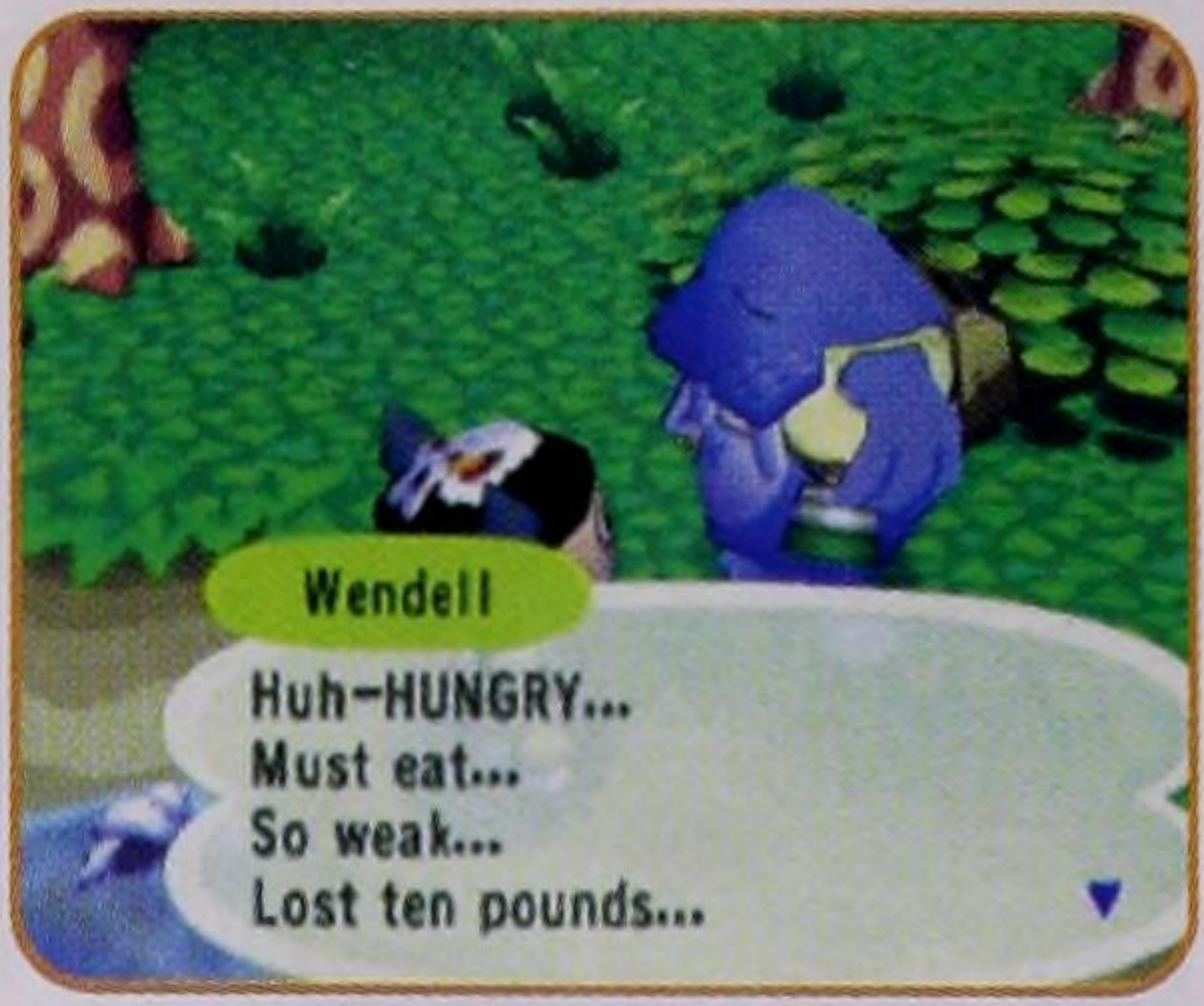
Inside are three expensive items. Despite warnings from Copper, you should buy anything you see; it's the only time these items appear. Pay particular attention to furniture that's in the same series as the ones in your home and paintings to donate to the Museum. Remember that Redd charges more than the items are worth, but there's no other way of getting them!

Wendell the Hungry Wallpaper Salesman



Appears: Randomly 06:00-06:00

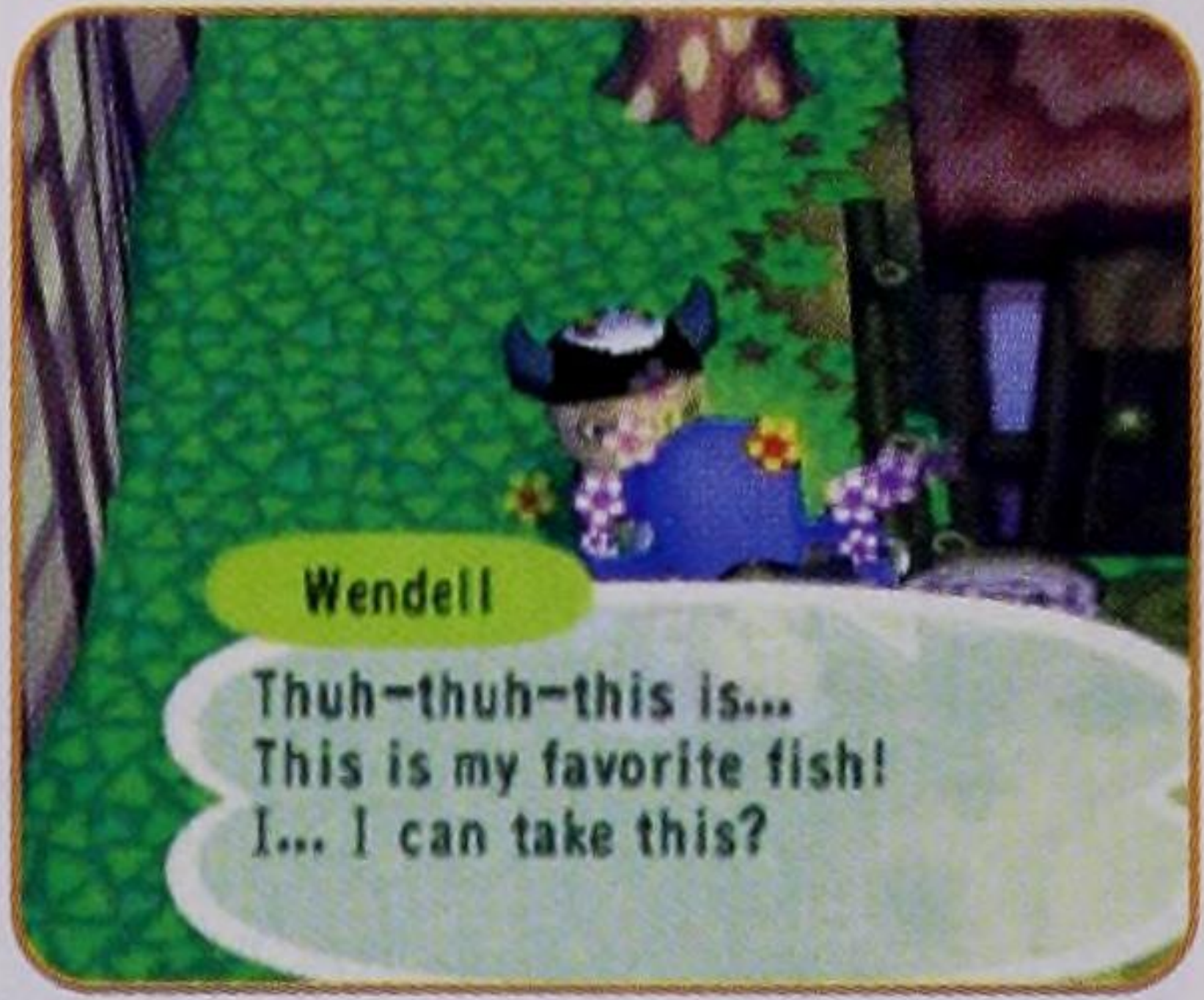
Wendell appears randomly, but his arrival can be estimated by talking to Copper. He's an old blue walrus with a penchant for big fish. And we mean big! Check with Copper to learn Wendell's location, and go and find him.



Wendell

Huh–HUNGRY...
Must eat...
So weak...
Lost ten pounds...

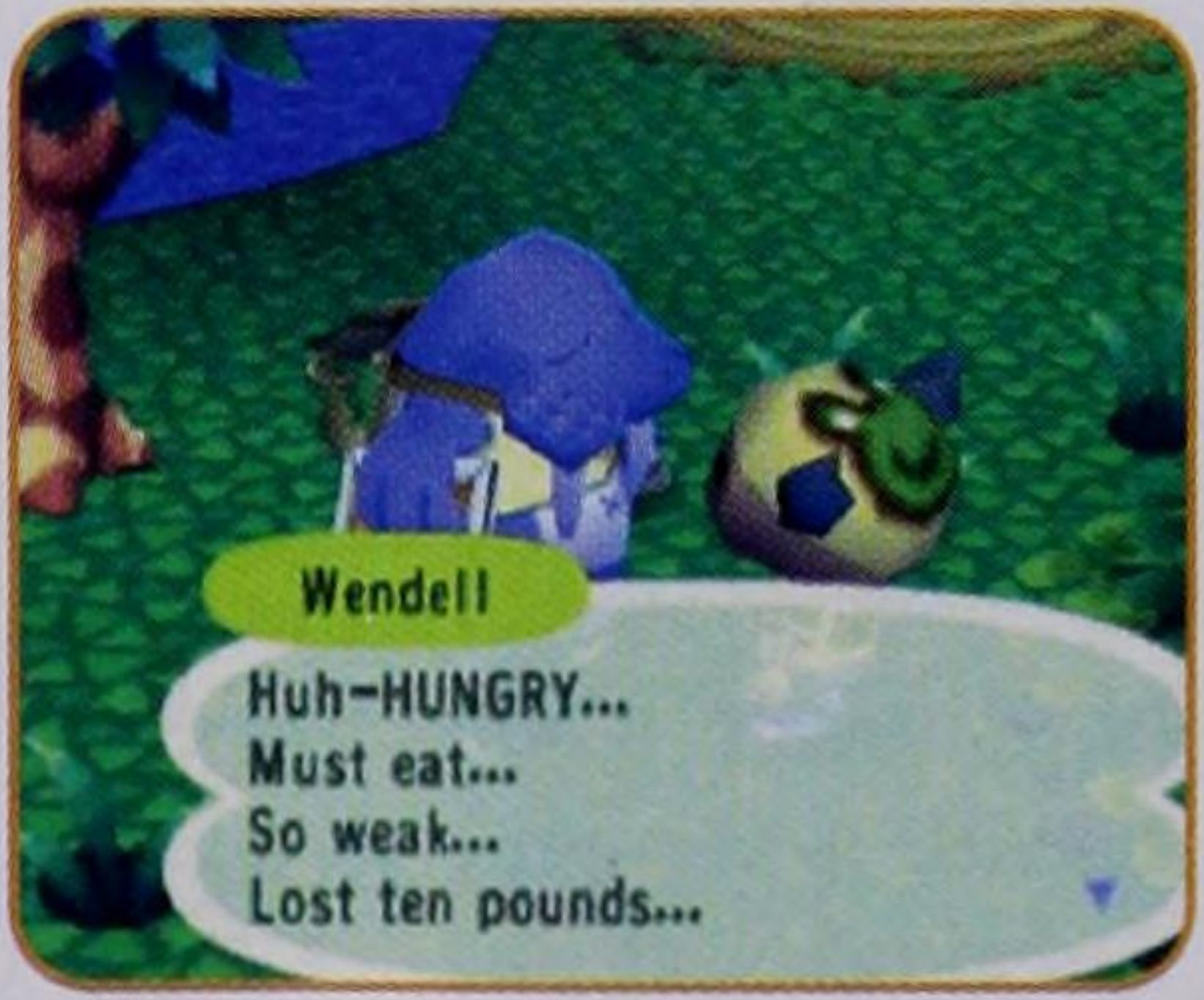
You must have two or three large fish that you've caught before you encounter Wendell. Once you spot him, give him all the fish he asks for. Don't feed him fruit—he doesn't like it!



Wendell

Thuh–thuh–this is...
This is my favorite fish!
I... I can take this?

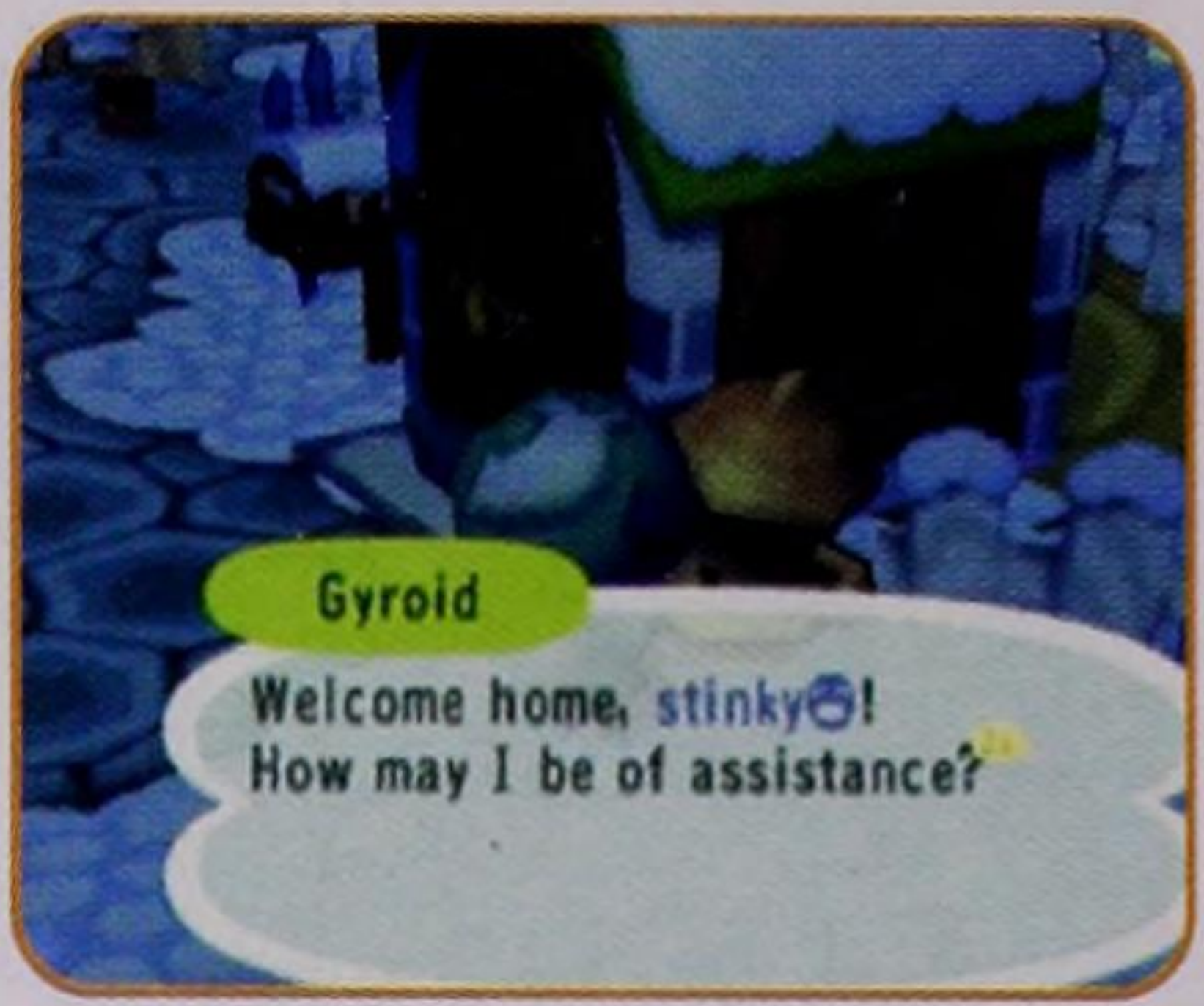
Feed him enough, and he opens his wallpaper collection for you to take one. These are unique, so oblige him! The number of wallpaper types is shown in the Checklist at the end of this book.



Wendell

Huh–HUNGRY...
Must eat...
So weak...
Lost ten pounds...

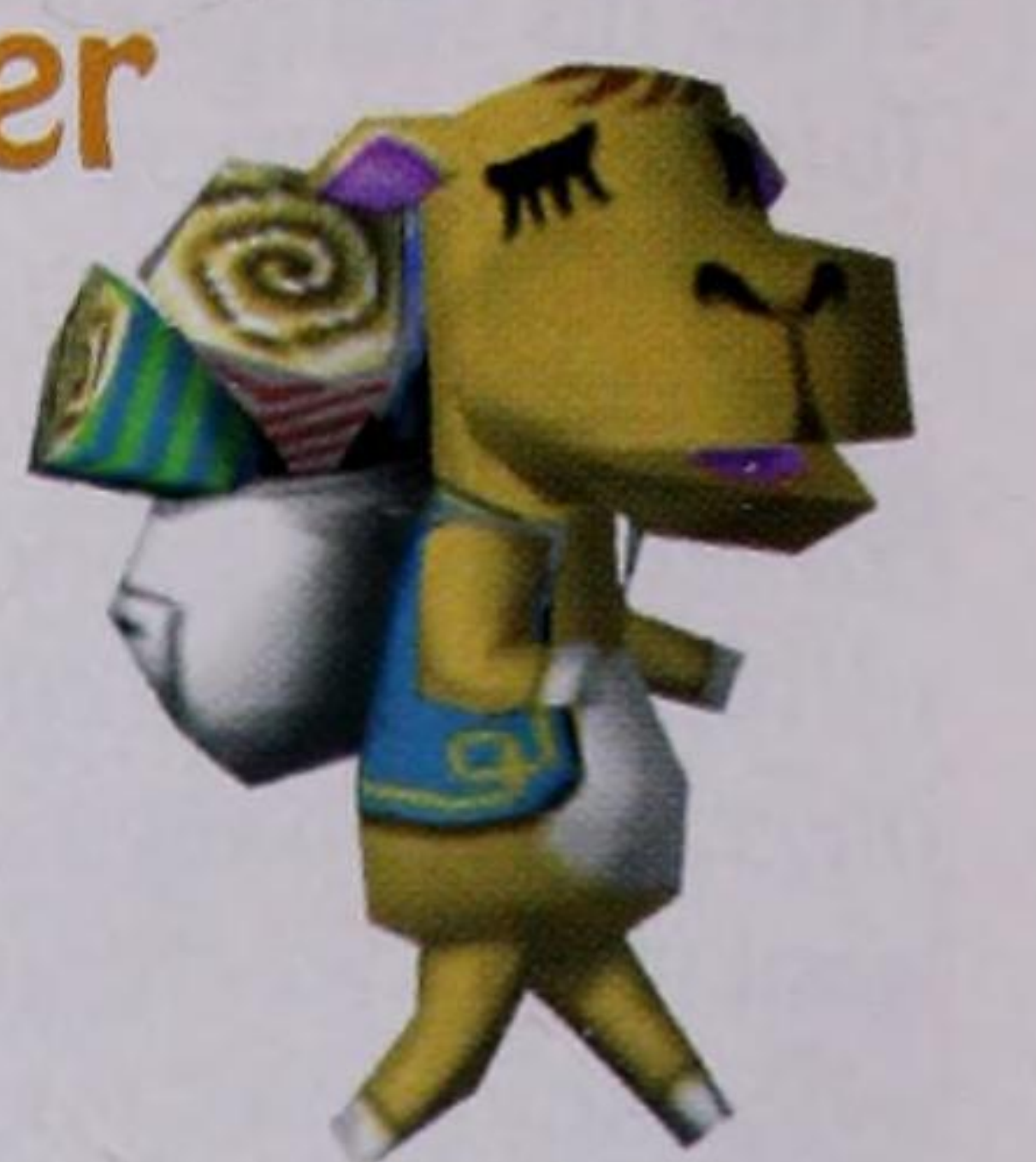
If you meet him, but don't have any fish, he wanders off to another random acre in the village. Catch those fish, bring them back to Wendell, and feed that walrus!



Gyroid

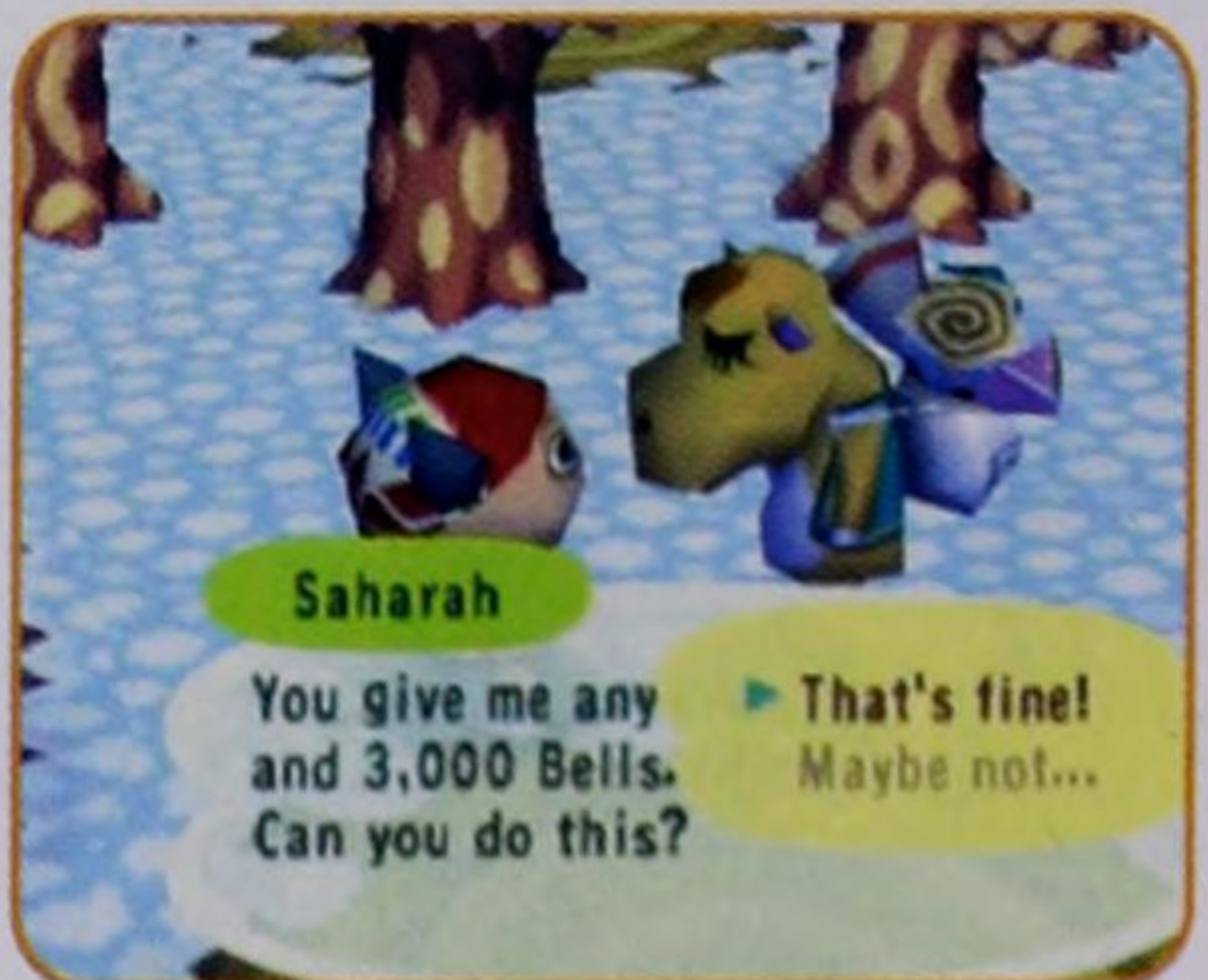
Welcome home, stinky!
How may I be of assistance?

Saharah the Camel Carpet Seller



Appears: Randomly 06:00-06:00

Saharah is very much like Wendell, except he's interested in cold hard cash instead of fishy meals. Learn Saharah's visiting dates from Copper at the police station, and when Saharah arrives, talk to Copper again for the location.



Saharah

You give me any and 3,000 Bells. Can you do this?

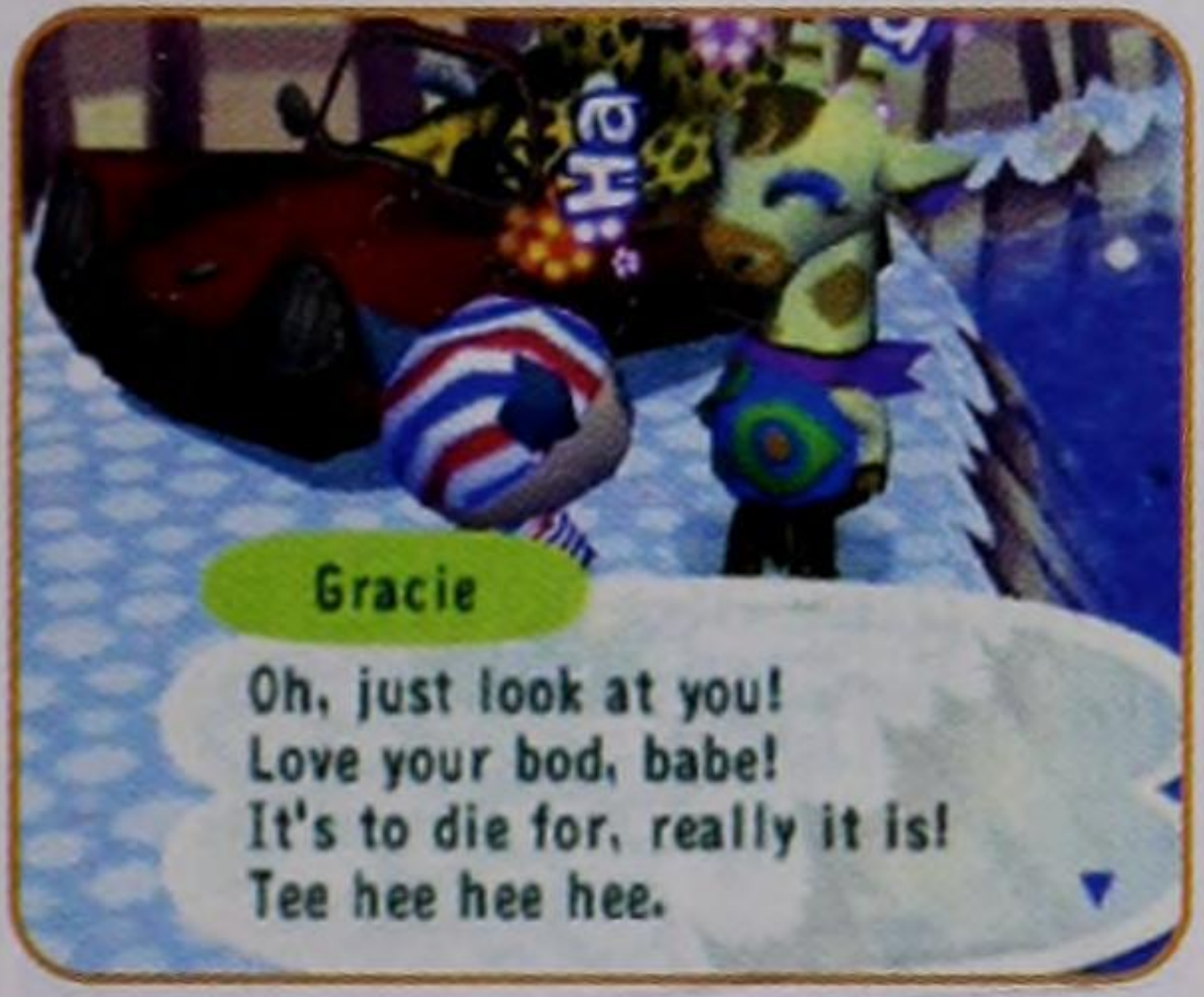
- That's fine!
- Maybe not...

Saharah has a bunch of unique carpets to offload. You won't find any like them in Tom Nook's store!

Buy the ones you want, and then say farewell. See the Checklist for the types of carpets that Saharah sells.

Gracie the Snooty Fashion Designer

Appears: Randomly 06:00-06:00

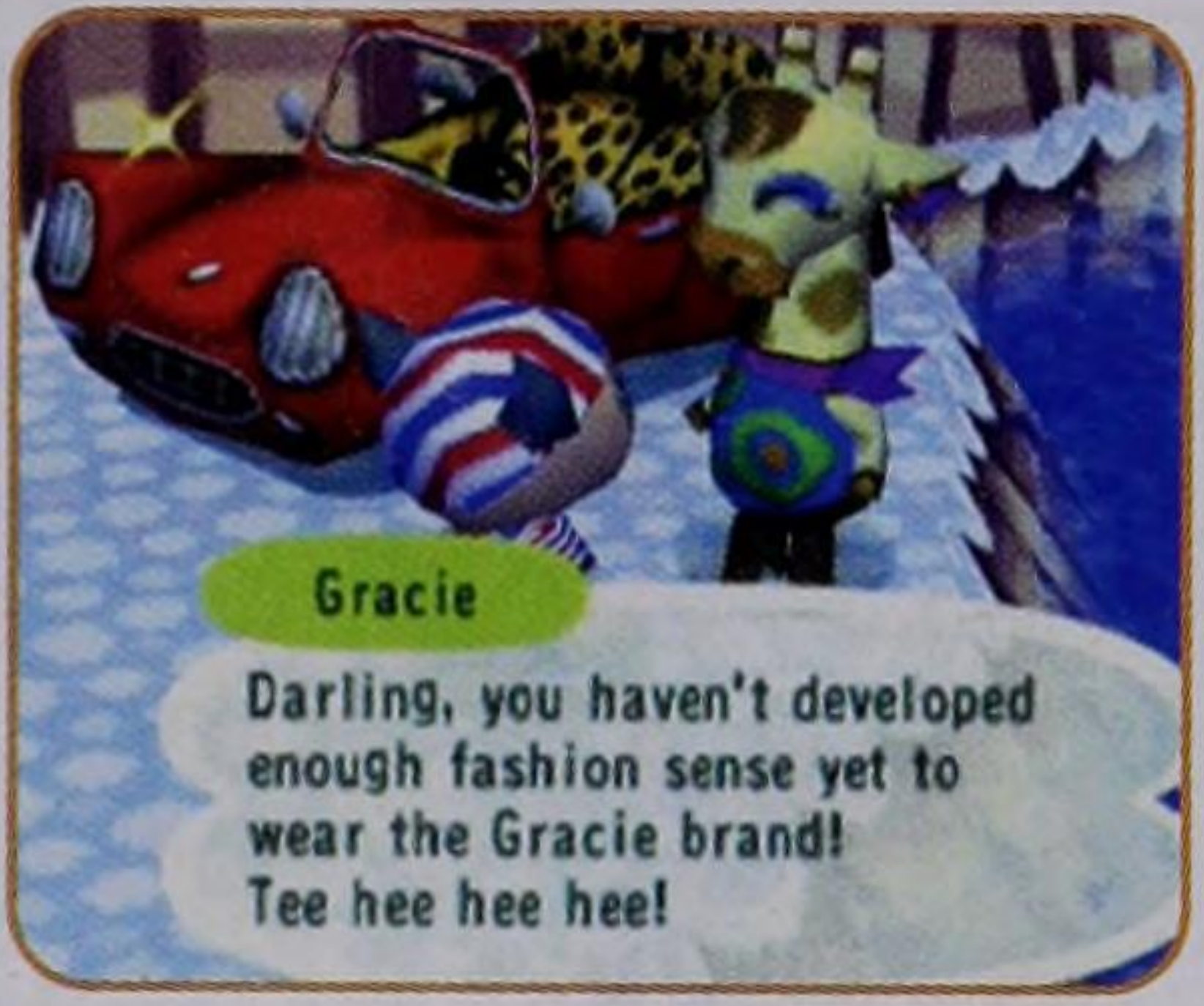

Gracie

Oh, just look at you!
Love your bod, babe!
It's to die for, really it is!
Tee hee hee hee.

Gracie's arrival is subtly announced if you talk to Copper at the Police Station, and he mentions that he's about to crack down on illegally parked cars. Since Gracie's the only animal with a car, she's sure to make an appearance!

POST OFFICE

When she does, go over to her vehicle and start chatting. You're press-ganged into cleaning her car! Hammer Ⓐ furiously (use a pen and "rub" the button for faster pressing), until the car is all clean.

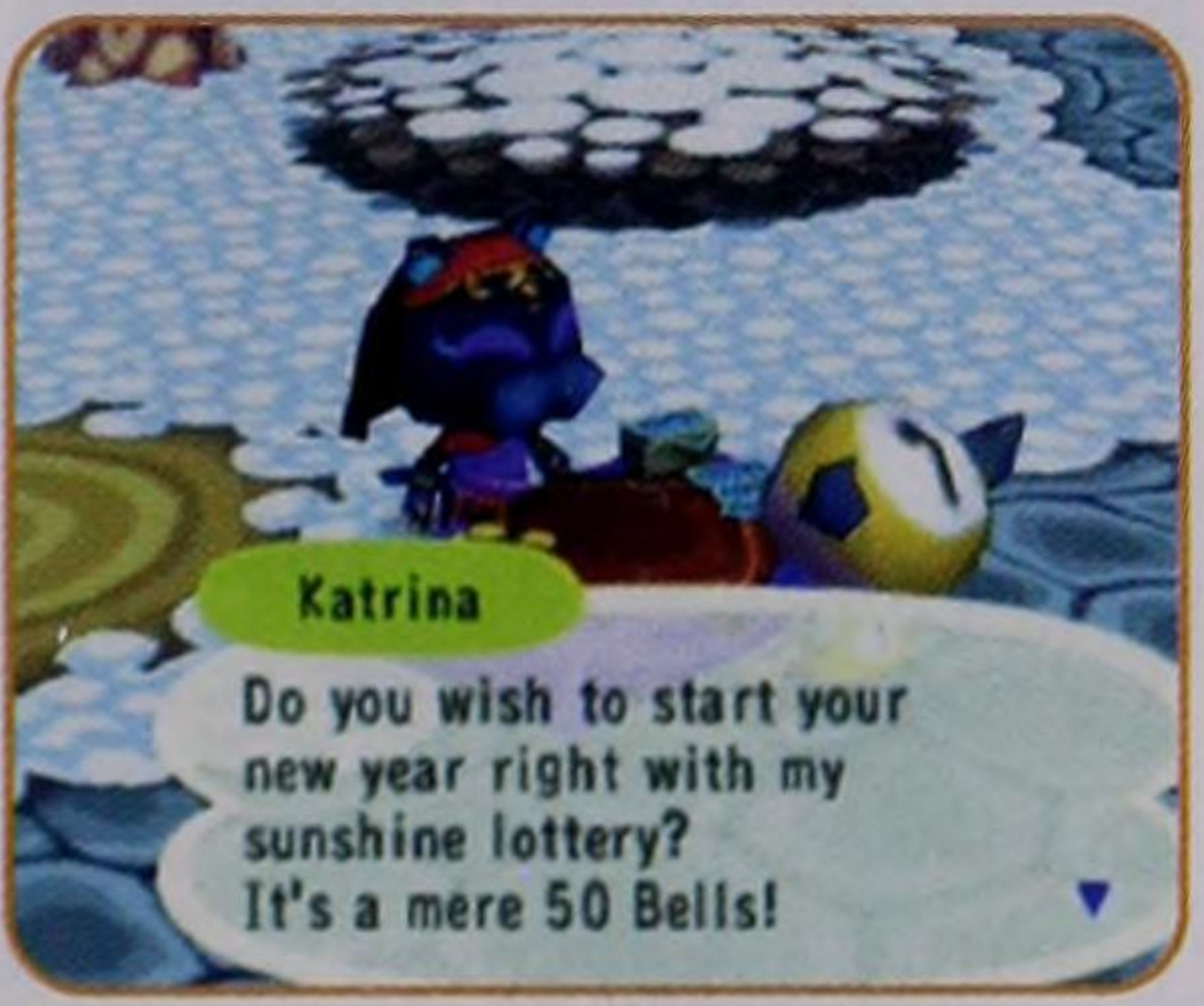

Gracie

Darling, you haven't developed enough fashion sense yet to wear the Gracie brand!
Tee hee hee hee!

Clean the car quickly to be awarded a Gracie Brand piece of clothing. All the different varieties are listed in the Checklist section. If you're slower, you'll get regular clothing. If you're really slow, you'll get nothing!

Katrina the Fortune-Teller

Appears: Randomly 21:00-21:00


Katrina

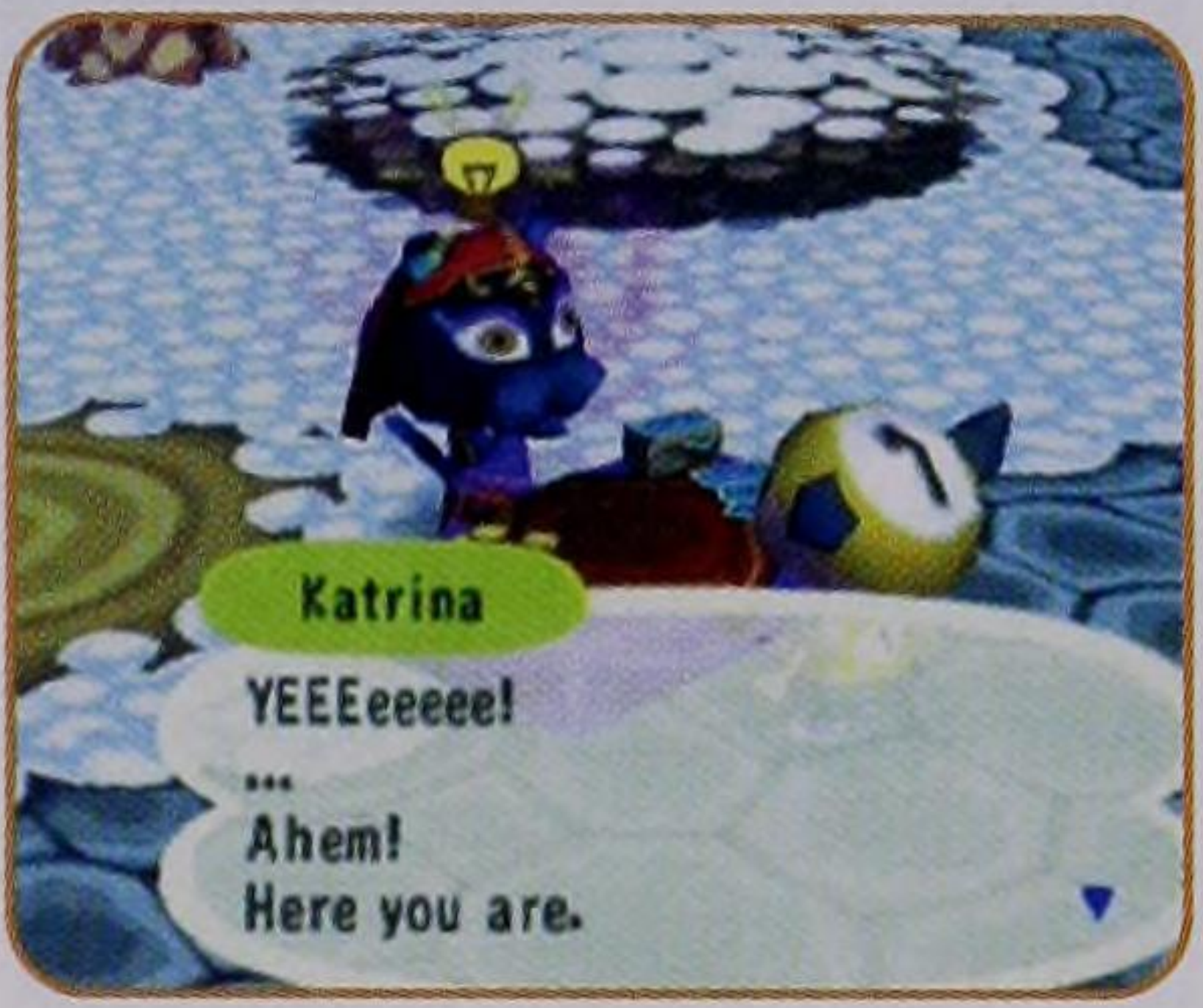
Do you wish to start your new year right with my sunshine lottery?
It's a mere 50 Bells!

Katrina is a fortune-teller. She appears in the village after 9 p.m. until 9 p.m. the next day. As usual, talk to Copper for a clue. Hurry over to her desk or tent to learn your fortune.

Katrina

Keee ha mo-ata
Kee ha mo-atata
Loo-ha matata...

On New Year's Day, pay her 50 Bells for her to predict your future for this one day, and she'll produce a "really lucky", "lucky", or "unlucky" answer. This lasts for the remainder of the day.


Katrina

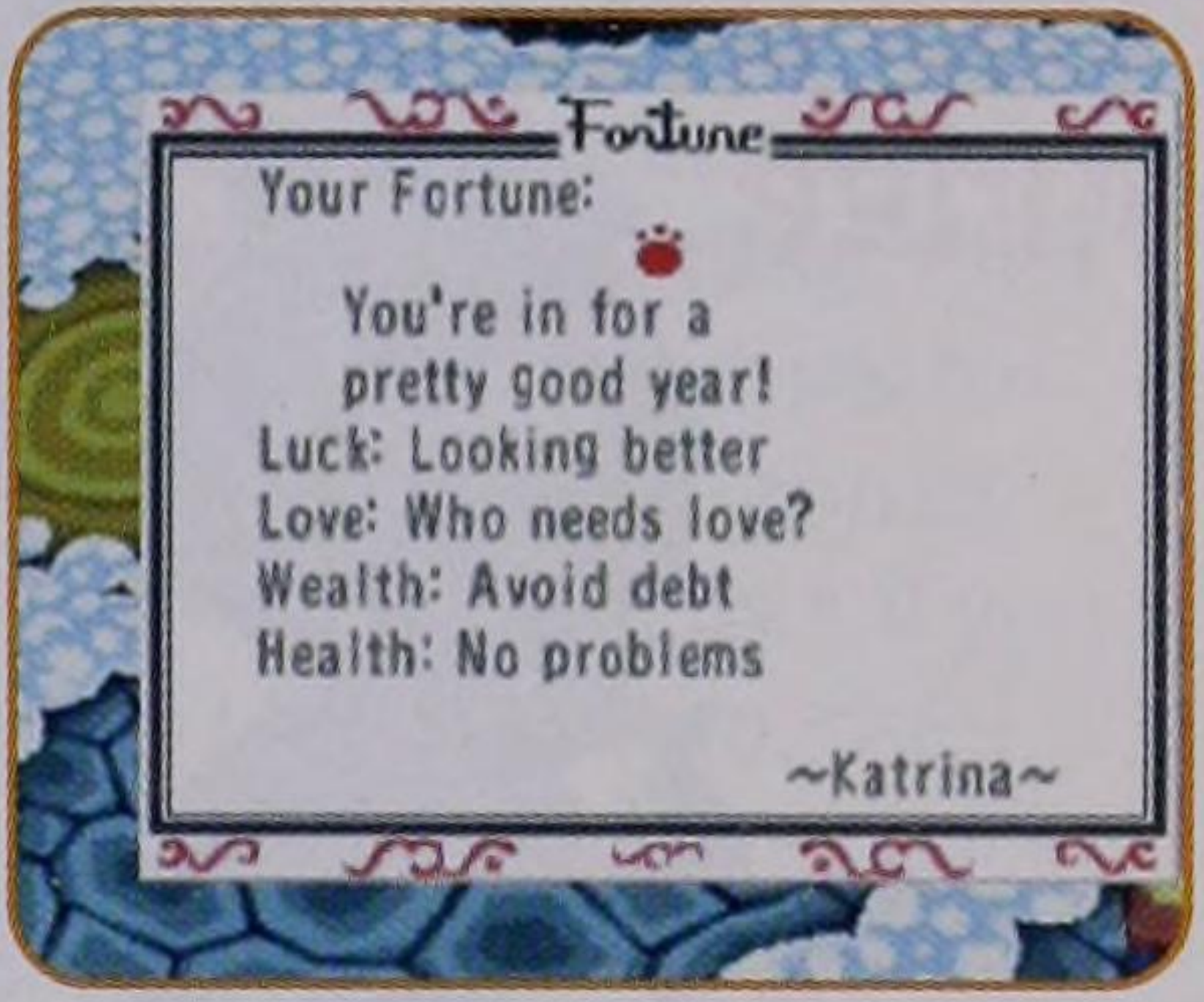
YEEEeeeee!
...
Ahem!
Here you are.

At all other times, when you enter her tent, she randomly tells you one of four fortunes regarding money, items, love, or popularity. The Lucky items you have in your house affect the reading, as does your friendliness toward the inhabitants. The effects of the reading last a day or so. You can keep having your fortune told as many times in one day as you want, until you become "unlucky!"

Katrina

I hope this will be a good year for you.

If Katrina tells you that your money luck is increased, the money rewards for inhabitants' chores will be higher, as will money bags dug from the ground. If "item" luck is increased, rare items will be for sale at Tom Nook's store or awarded after inhabitants' chores.


Fortune

Your Fortune:

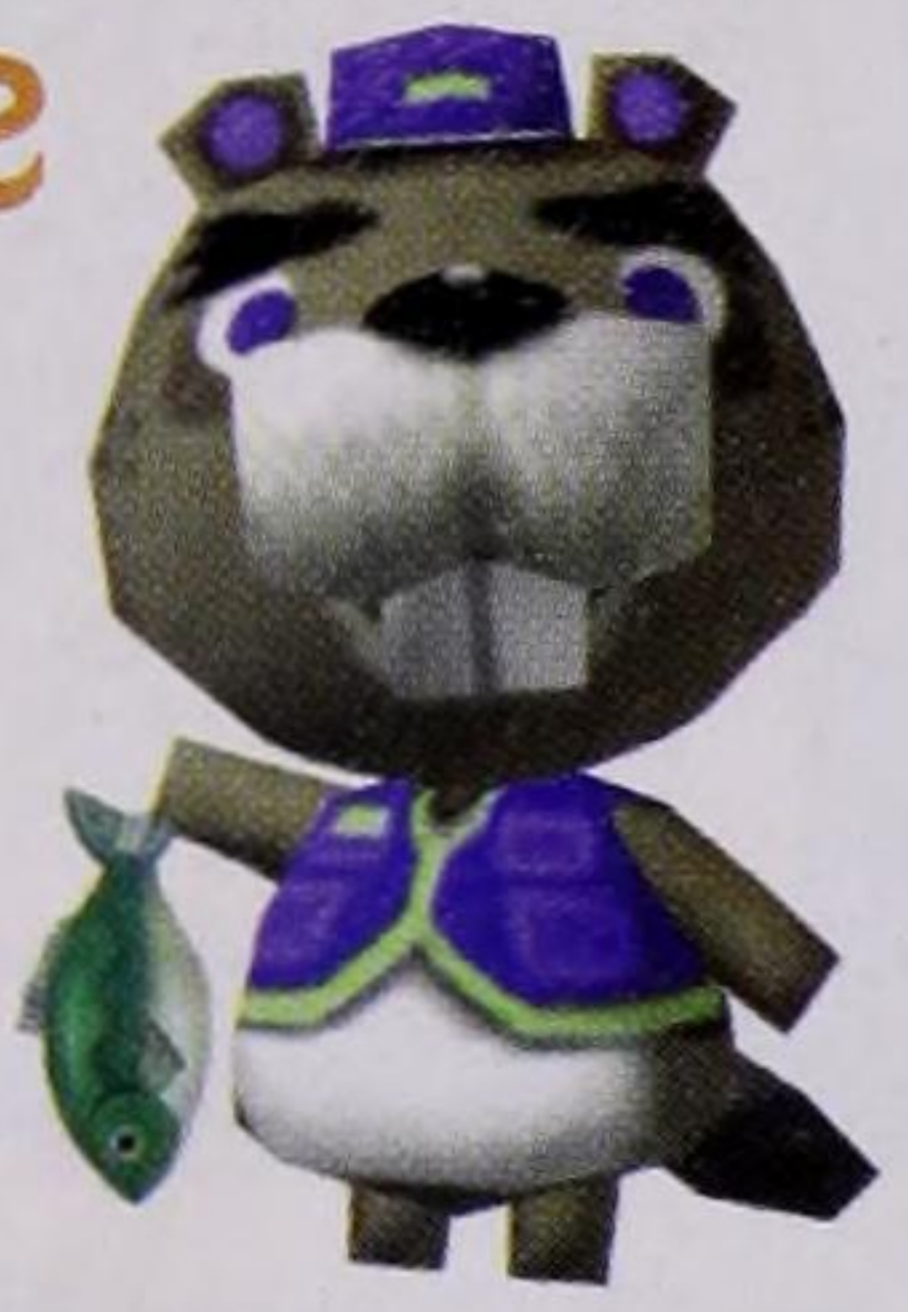
You're in for a pretty good year!
Luck: Looking better
Love: Who needs love?
Wealth: Avoid debt
Health: No problems

~Katrina~

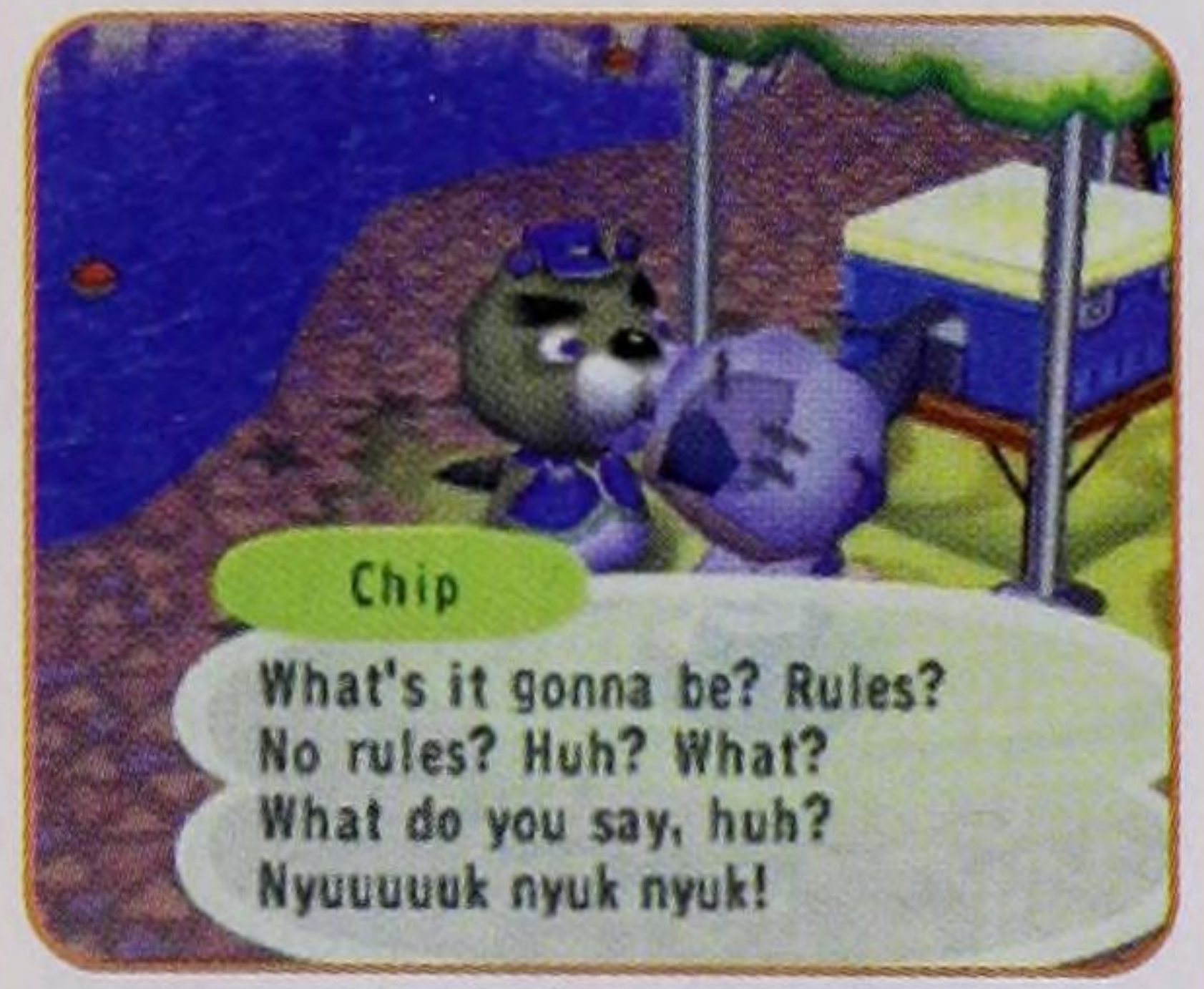
If you're lucky in love, then all the inhabitants of the opposite sex in town come and see you, and act really friendly. If you're lucky in popularity, everyone will be happy to see you and offer you more work.

Bad luck with money and items means you won't see large cash bags or decent items anywhere. If you're unpopular, everyone flees when you talk to them—so go fishing or bug hunting for the day. And if you're really unlucky, you can fall into cracks in the ground, or trip over your own feet!

Chip the Fishing Tournament Judge



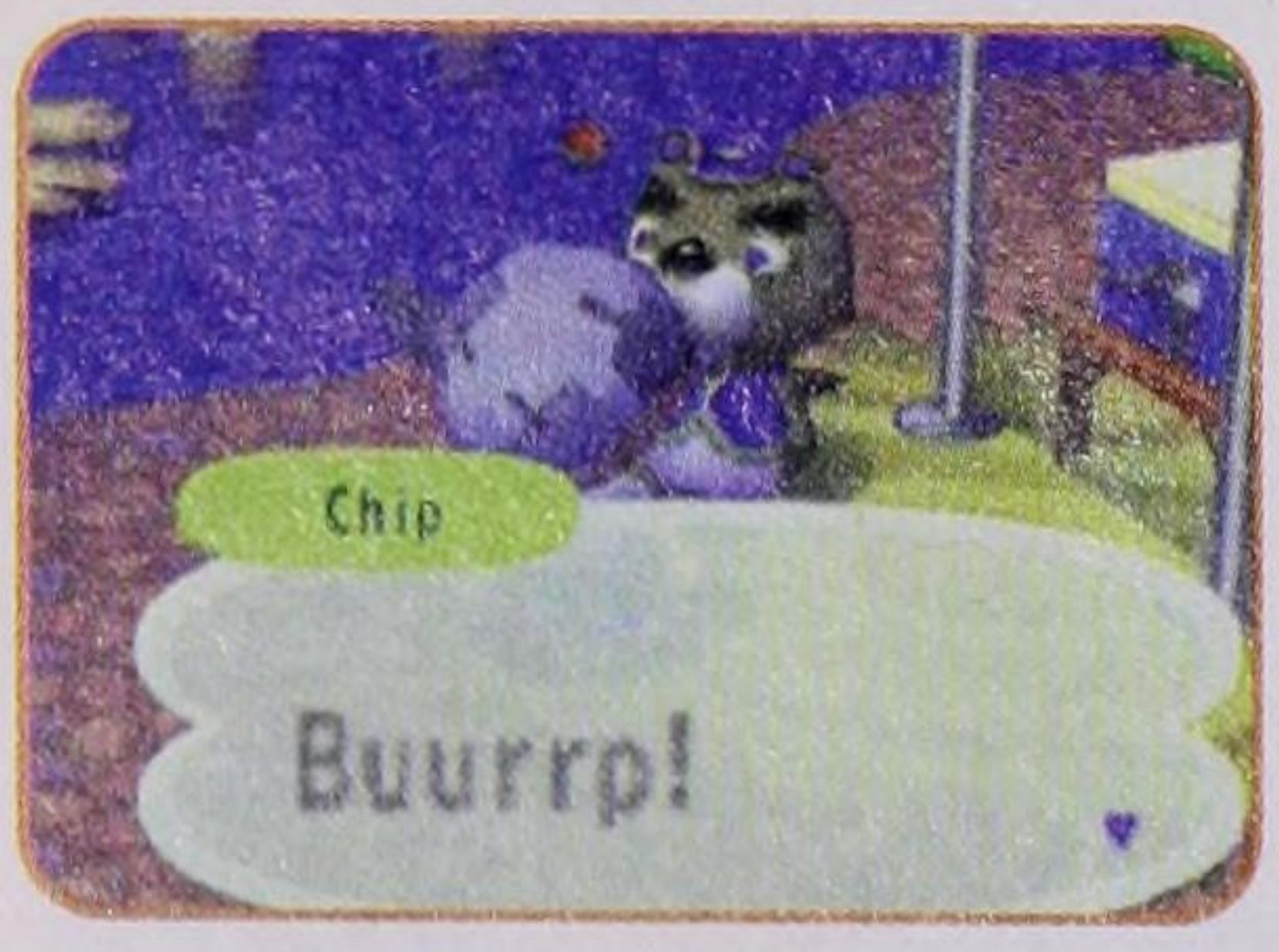
Appears: Randomly every Sunday in June and November 06:00-18:00



Chip

What's it gonna be? Rules? No rules? Huh? What? What do you say, huh? Nyuuuuuk nyuk nyuk!

Chip judges the fishing competitions that run on Sundays during two months. Check "A Year in the Life" for more details. Between 6 a.m. and 6 p.m., you can visit his stall and check on the fish he wants you to catch.

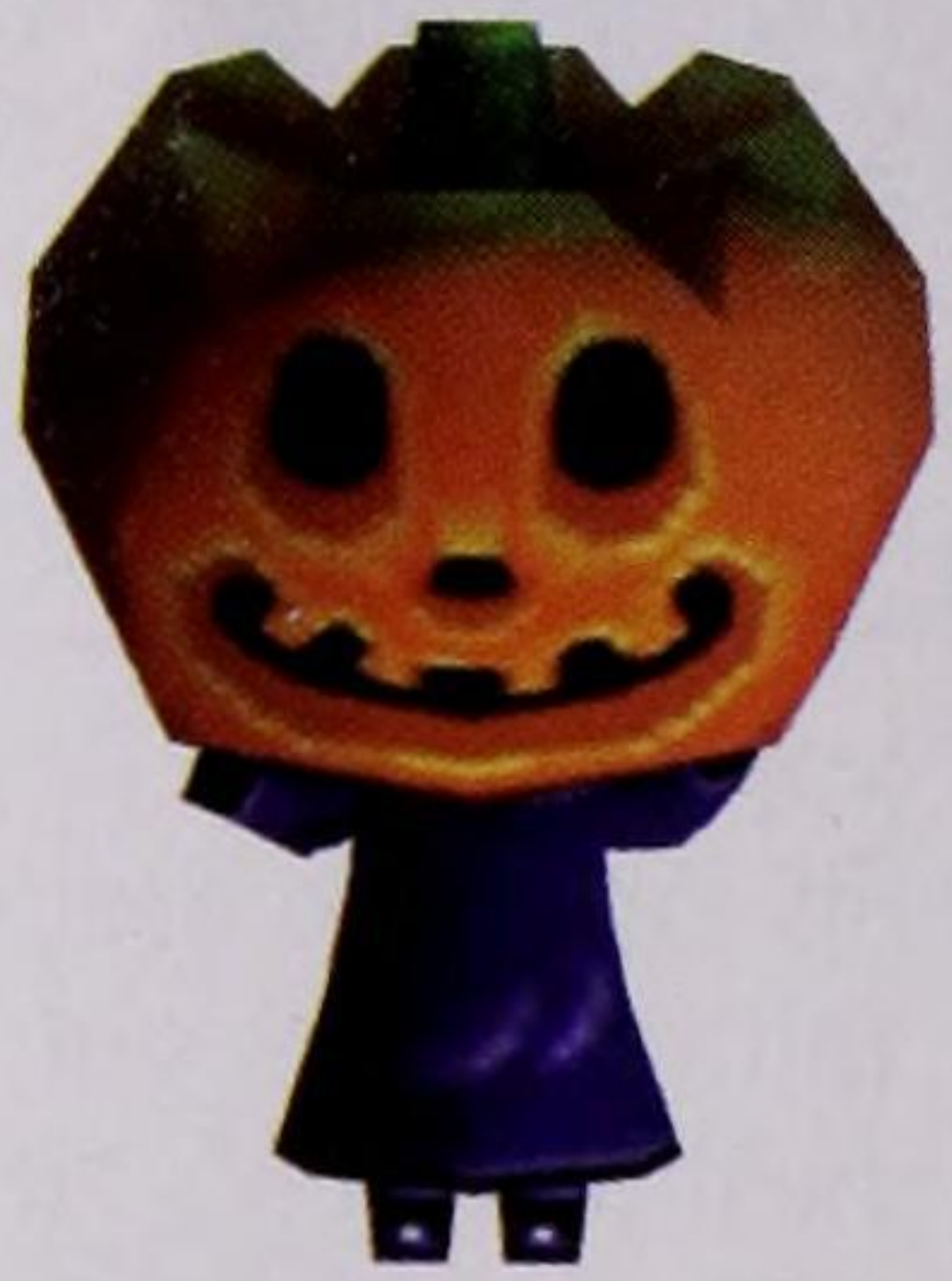


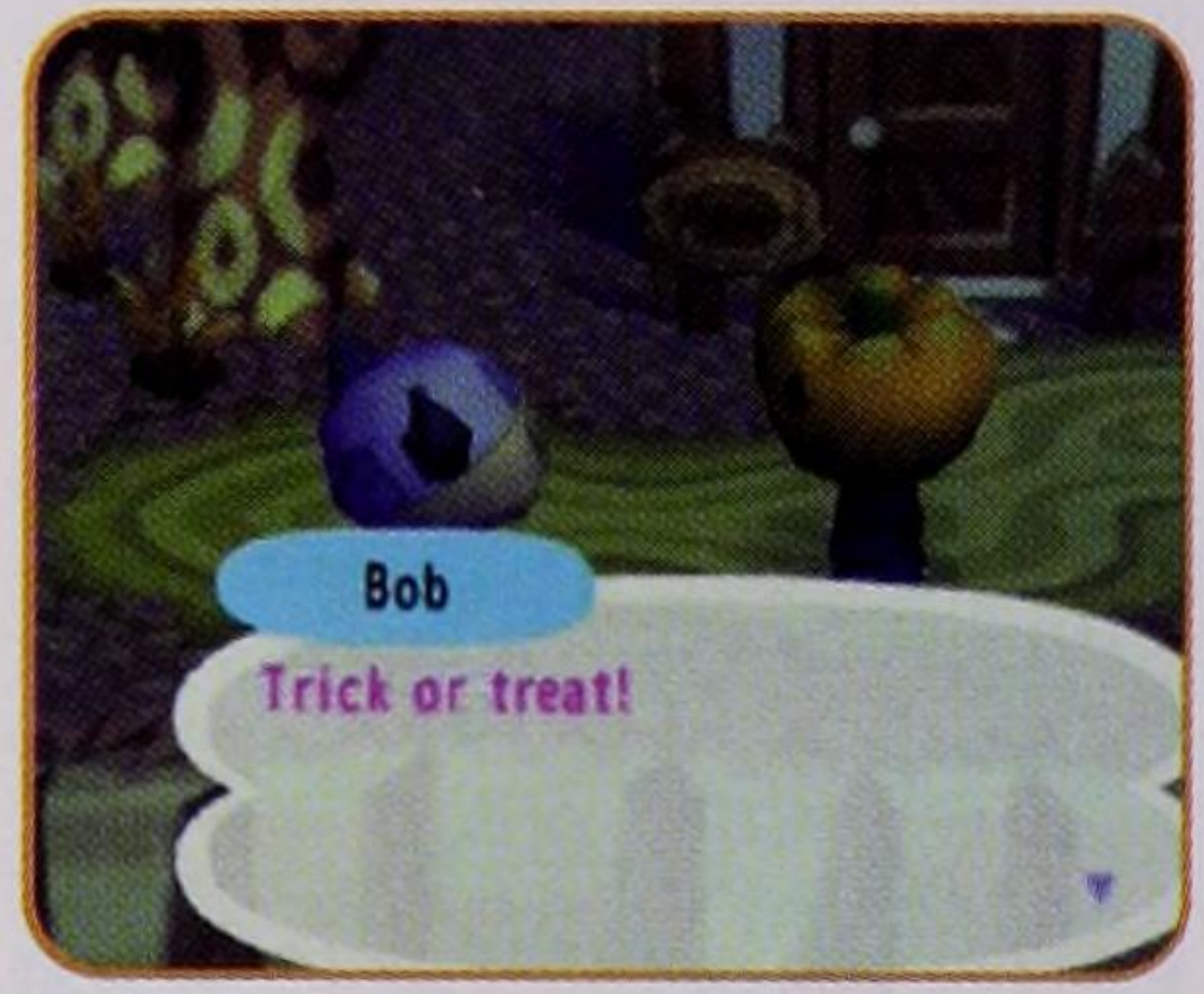
Chip

Buurrp!

Bring back any large fish of the right type, and he weighs it for you. He also likes to eat, so be careful he doesn't nosh on your prized catch! If you're the winner of the tournament, he awards you a prize.

Jack the Lantern



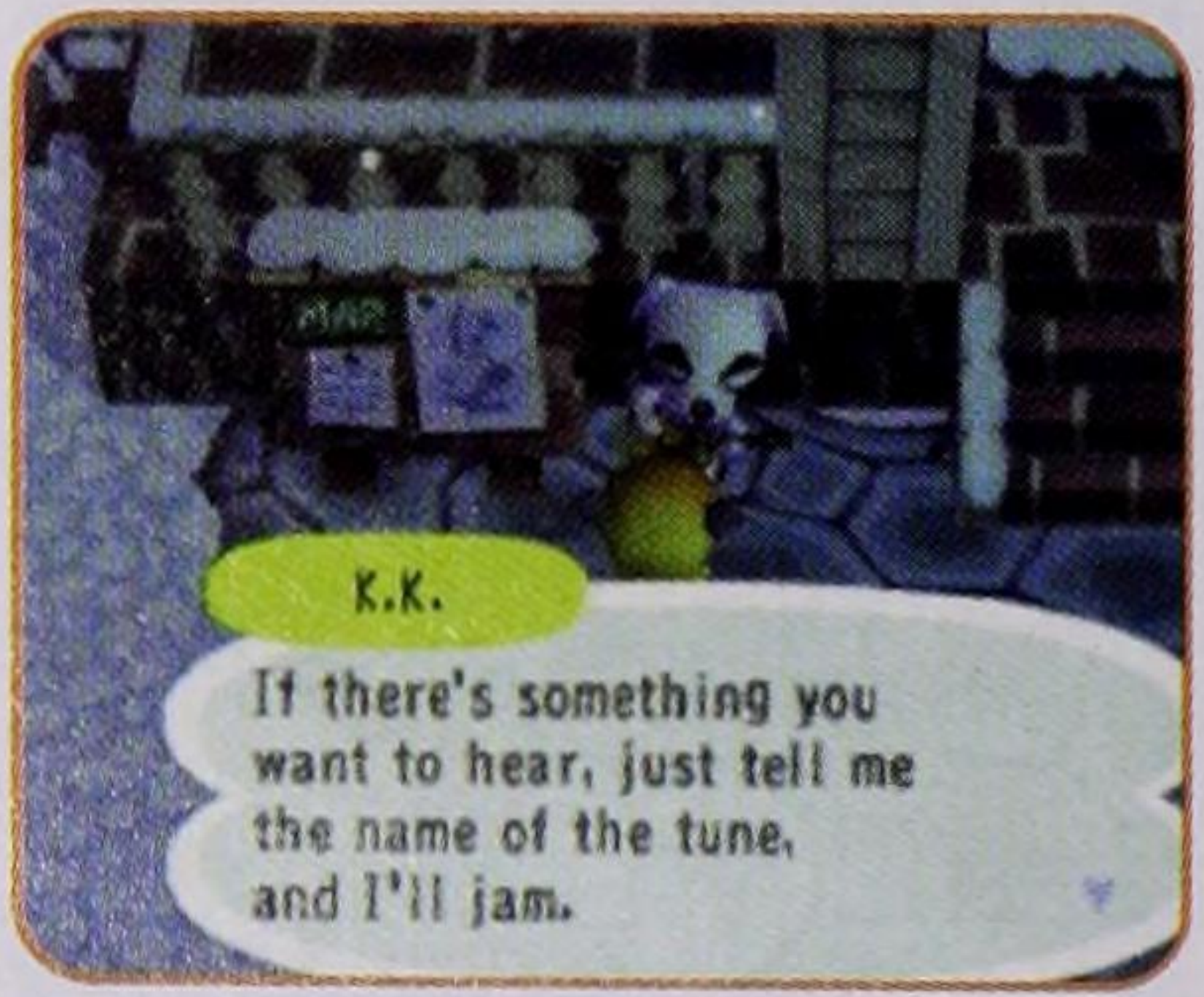


Bob

Trick or treat!

Appears: Randomly 10/31; 18:00-01:00

During Halloween, if you give out enough candy to the pumpkin-headed inhabitants, then you won't have any of your items turned into useless Jack-in-the-boxes! This can make Jack, the spooky Halloween pumpkin very happy!

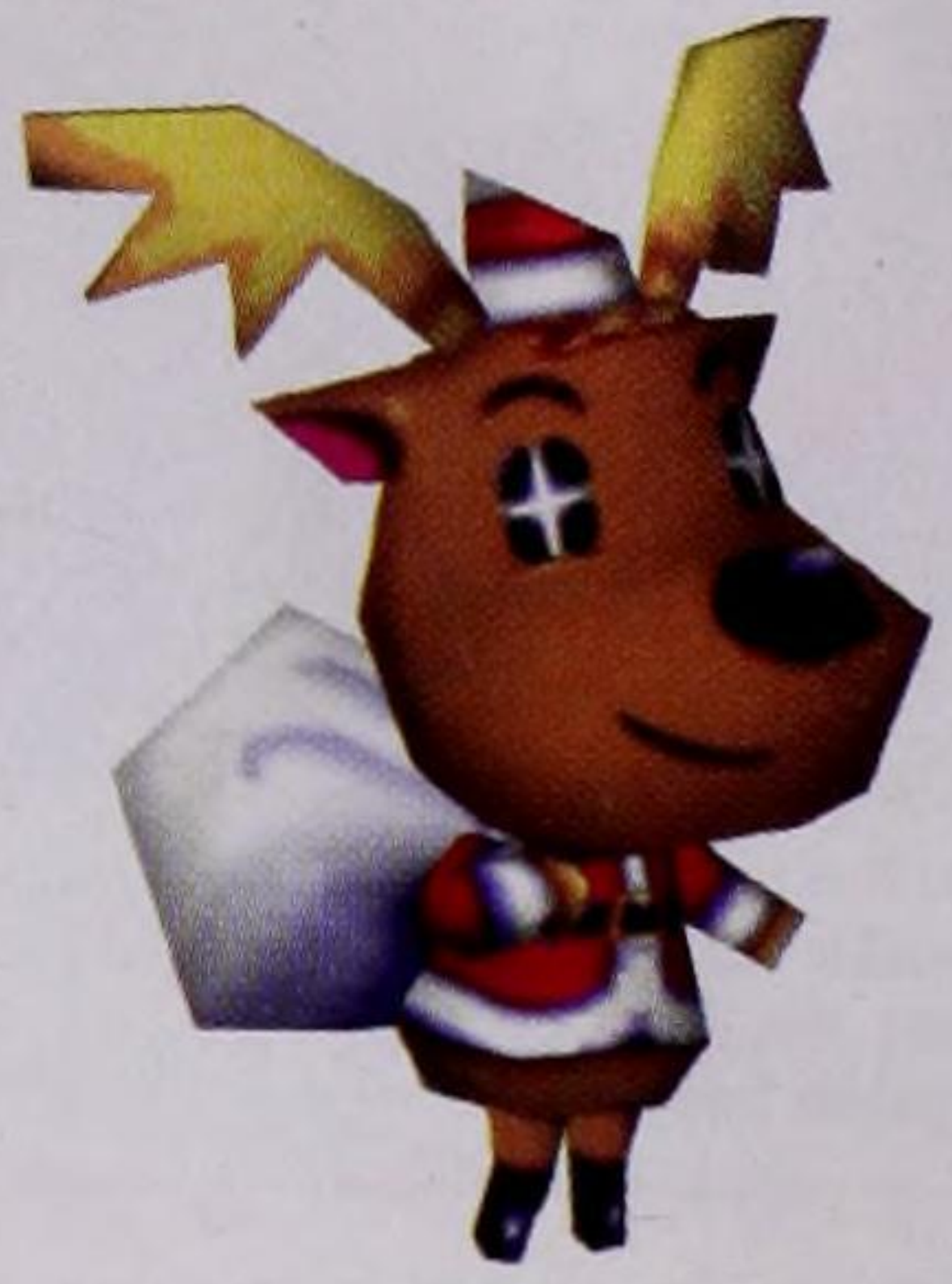


K.K.

If there's something you want to hear, just tell me the name of the tune, and I'll jam.

Check your mail the day after the event, as Jack sometimes leaves you a present that's part of the "Spooky" series of items, and these are extremely rare!

Jingle the Reindeer



Appears: 12/24; 20:00—01:00

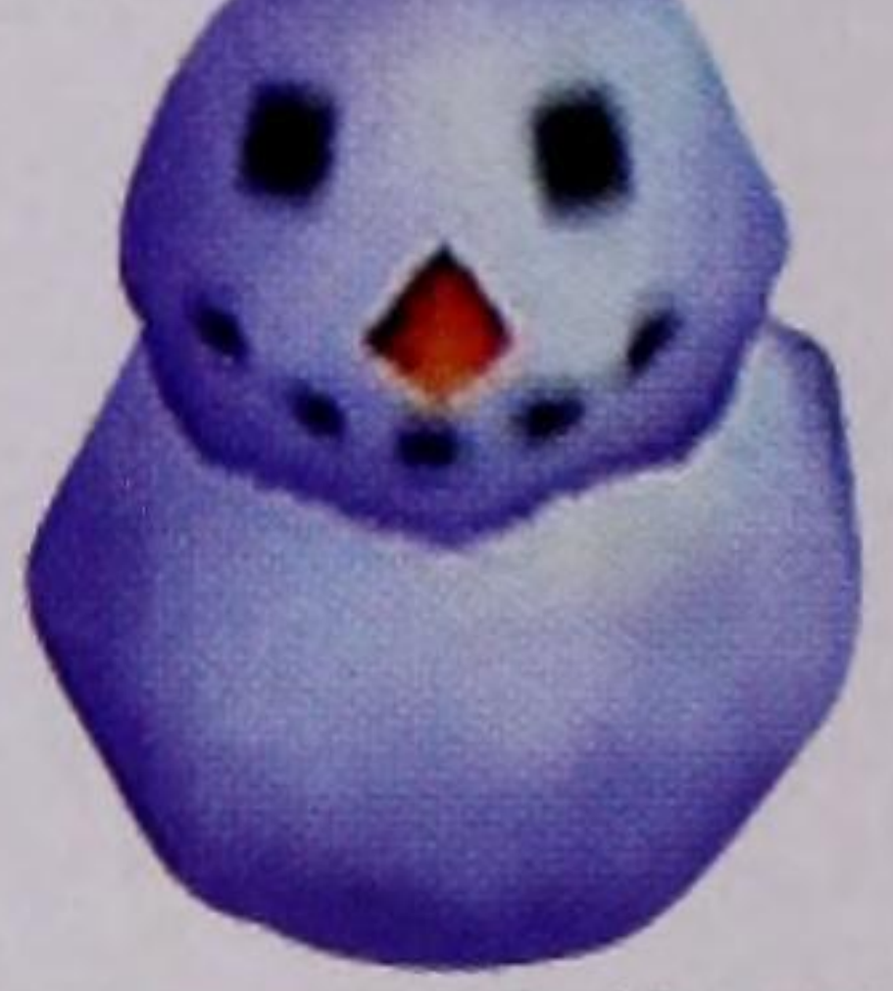
Just before the special day of celebration in December, a lone Reindeer creeps through the town, deciding on whether you've been good or bad. How's the town looking? No weeds? Some orchards planted? Are all the inhabitants happy?

Jingle

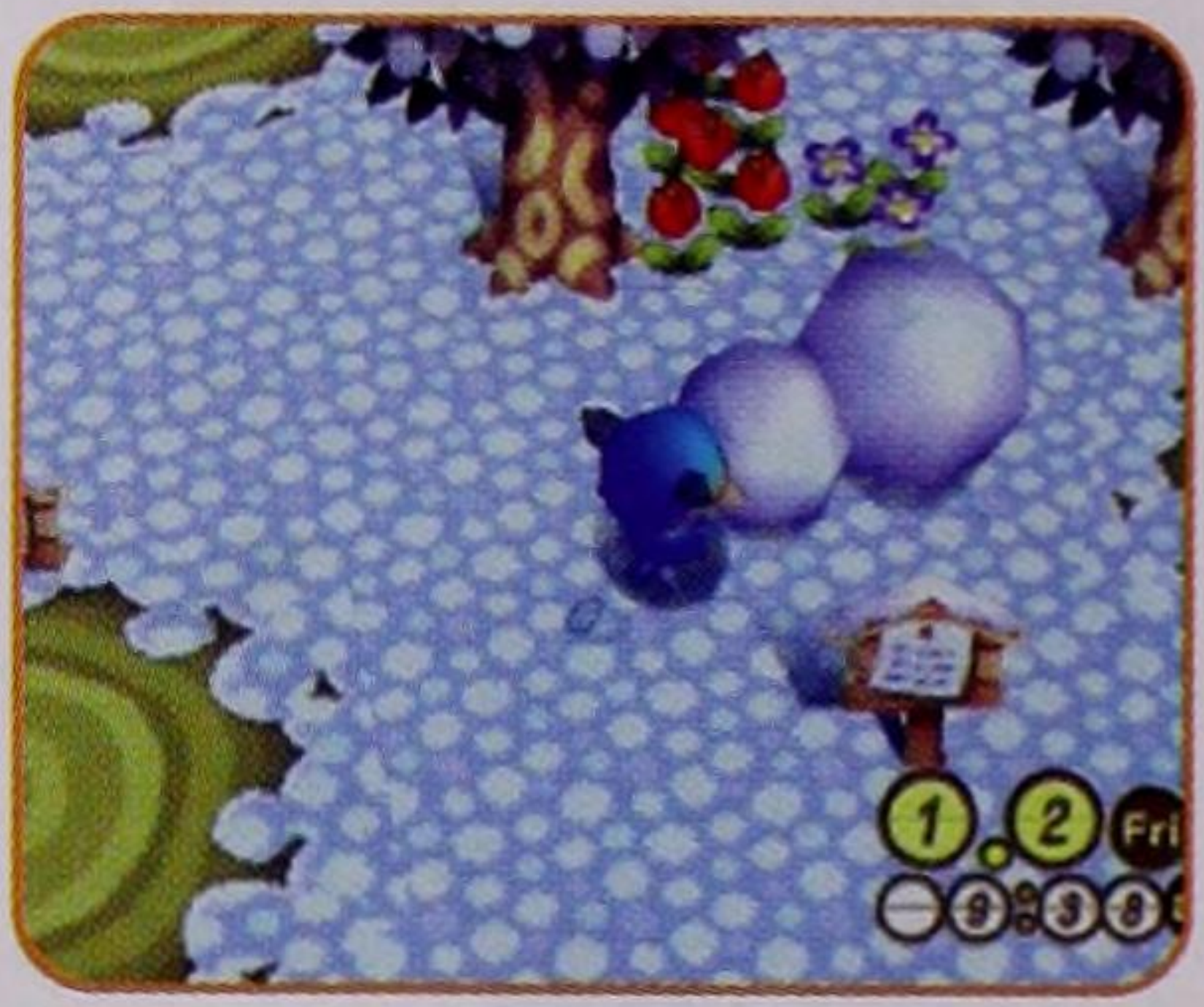
That's really my best side... Ho ho ho!

These factors influence whether Jingle gives you a present or not. If he does, it will be a piece of furniture from his "Jingle" series, which is very rare!

Snowman



Appears: 12/25-February



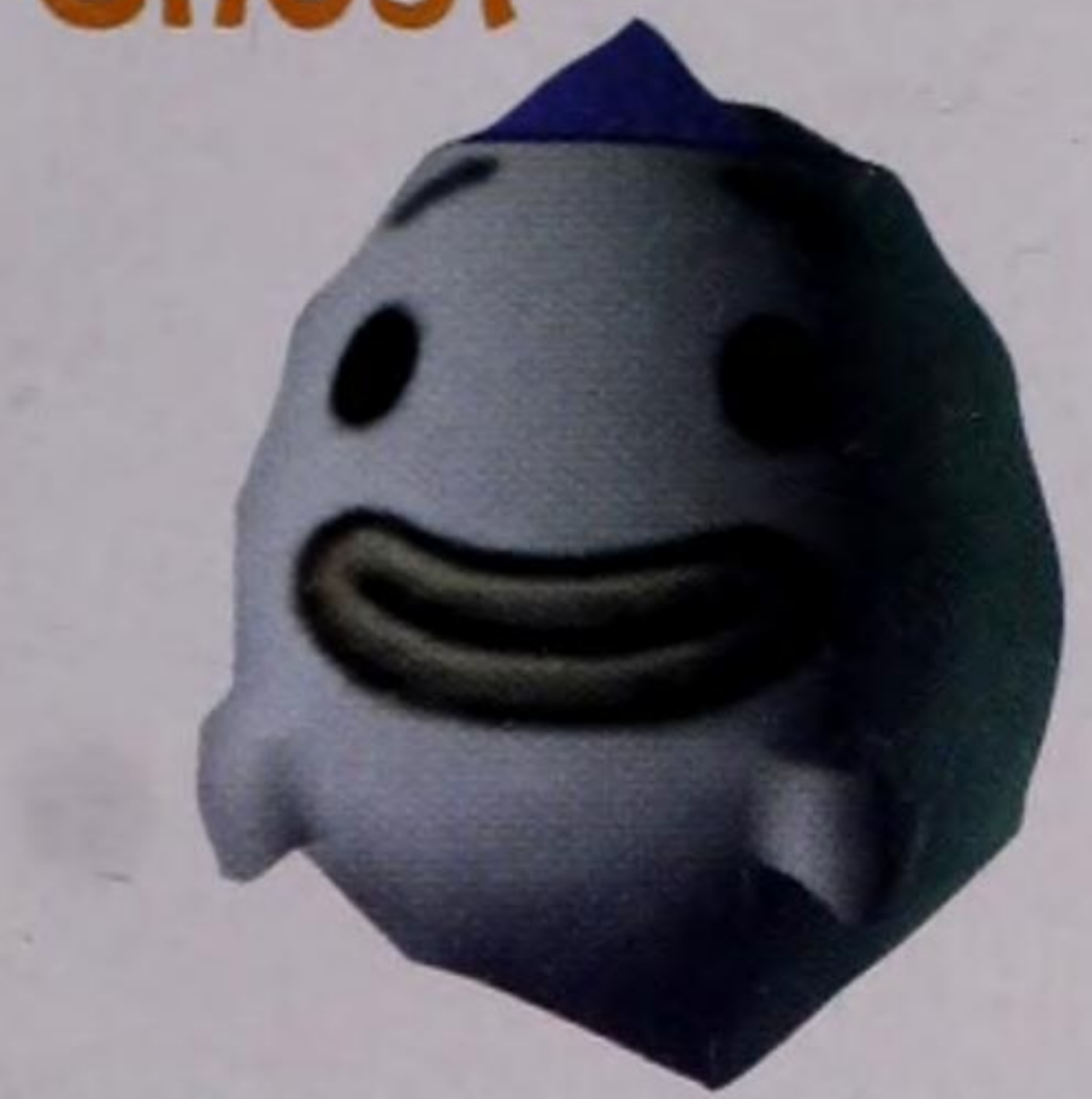
Sometimes, between December 25th and the middle of February, the inhabitants of the town make small snowballs. You need to find two of them. Don't poke them with a Shovel! Roll each snowball until they are both as big as they can be.

Snowman

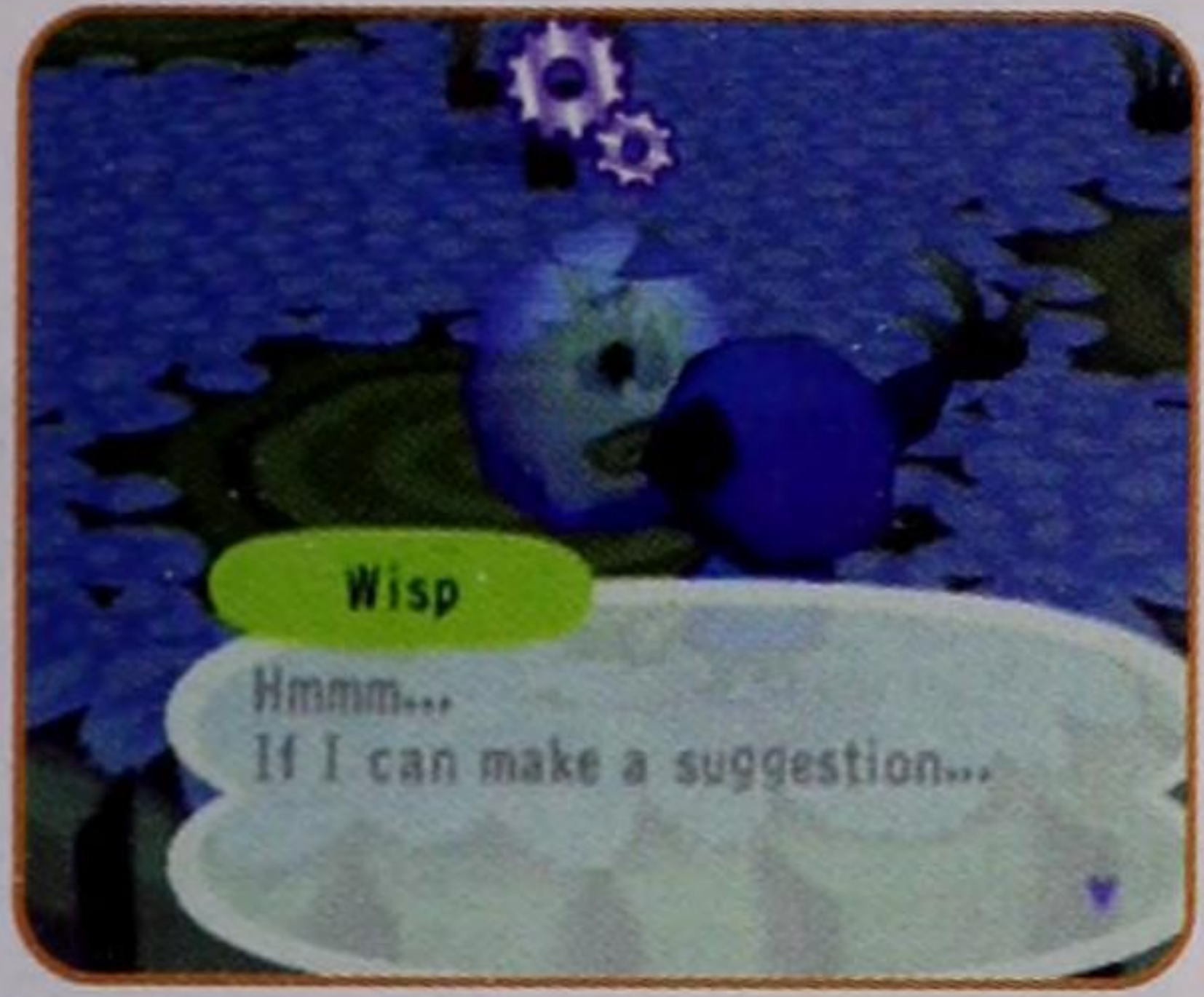
Will I vanish without ever having known true love? Without ever feeling my icy heart thaw? Oh, woe is snow!

Now place the smaller snowball onto the larger one. If you do this correctly, a Snowman appears! Be careful rolling snowballs over bridges or up hills as they smash. If the Snowman is balanced correctly and isn't slanted to one side, you'll receive a present from him the next day—part of the rare "Snowman" furniture series!

Whisp the Ghost



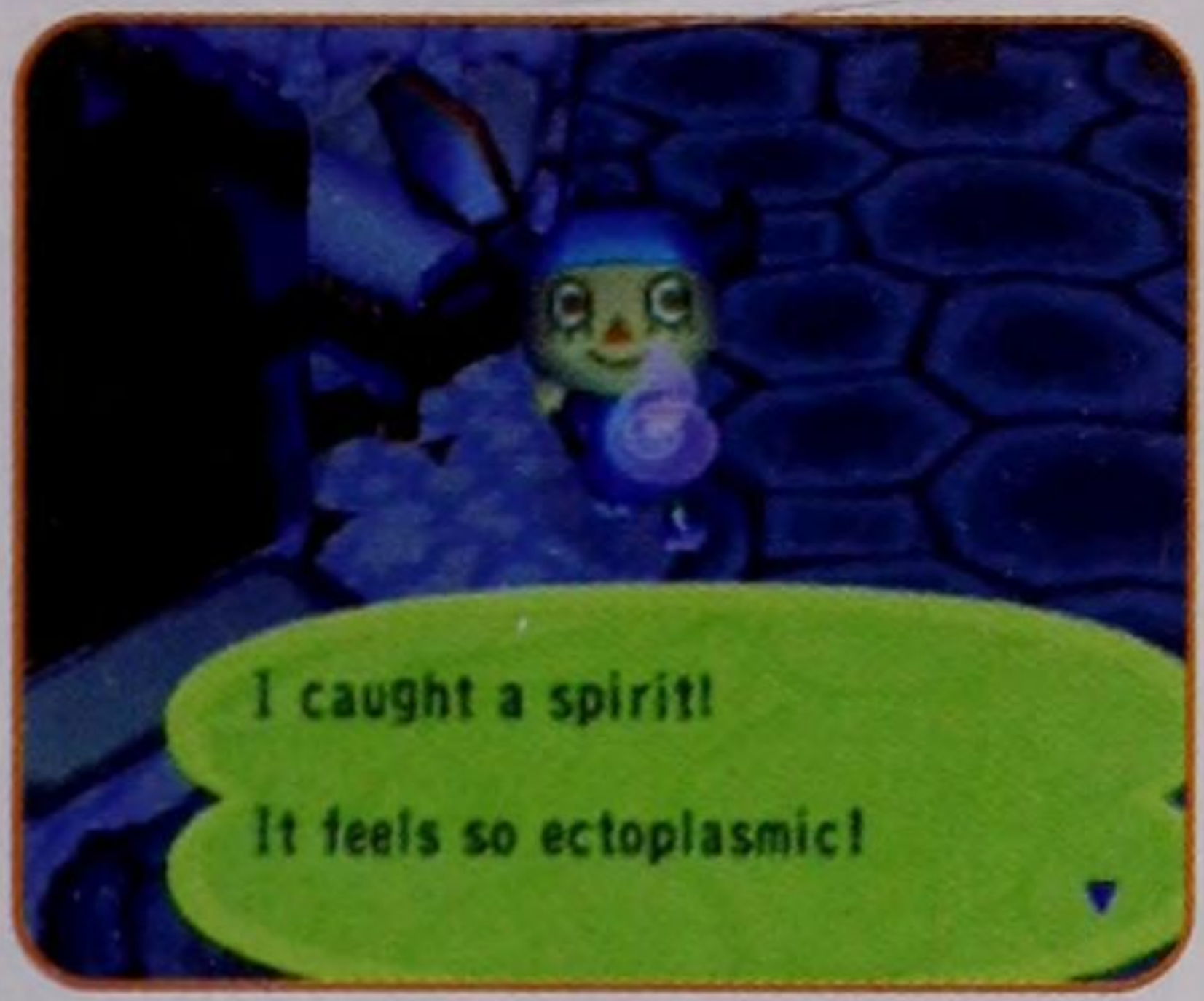
Appears: 00:00-04:00



Wisp

Hmmm...
If I can make a suggestion...

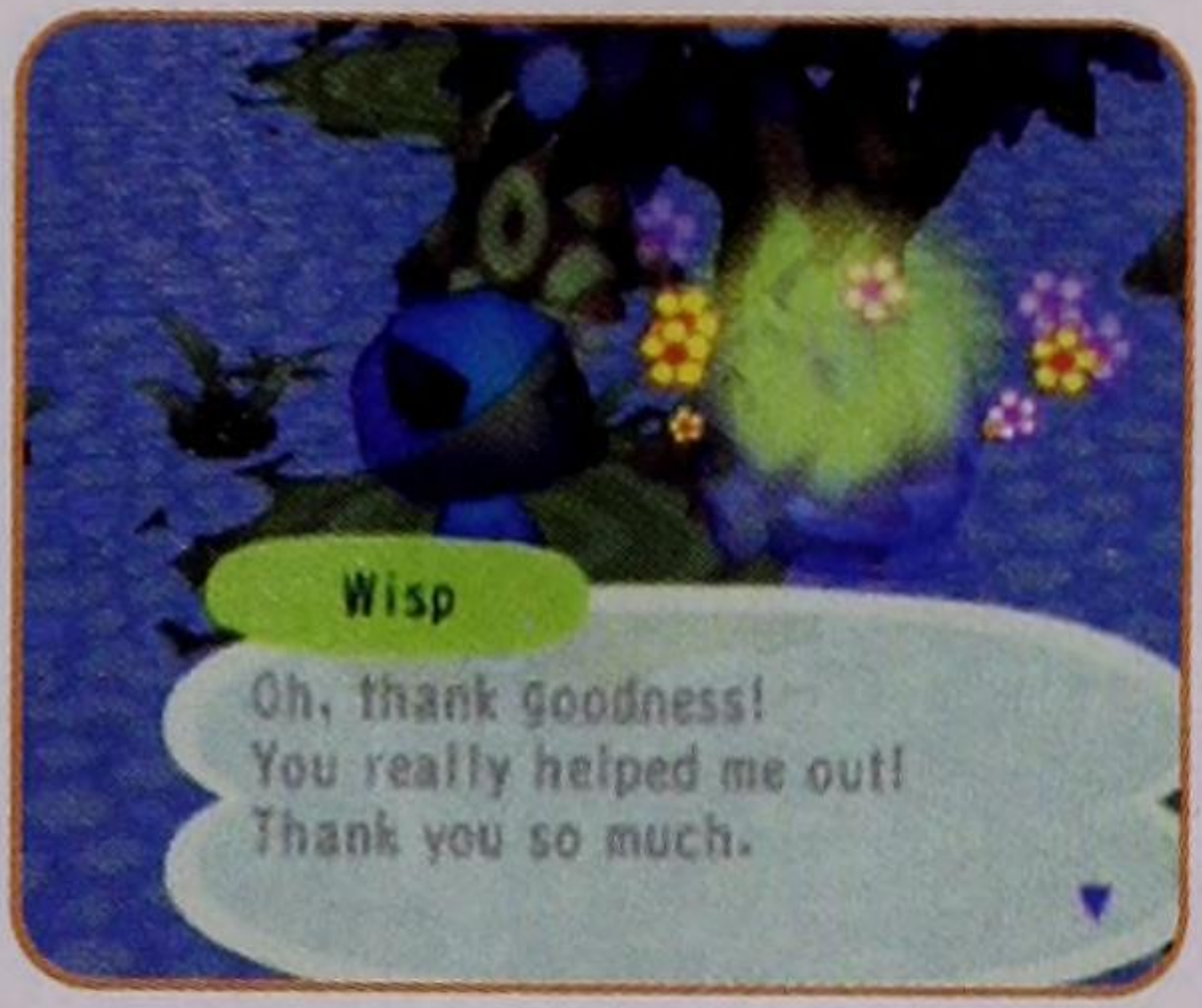
If you're playing past your bedtime, between midnight and four in the morning, a ghost randomly appears in town! You hear him, but can't see him until you walk to where he is floating. Then he appears!



I caught a spirit!

It feels so ectoplasmic!

He needs you to collect five spirits that are randomly floating about town, before 4 a.m.! Get out your Net and start hunting for them. This shouldn't take longer than 15 minutes, but keep searching.



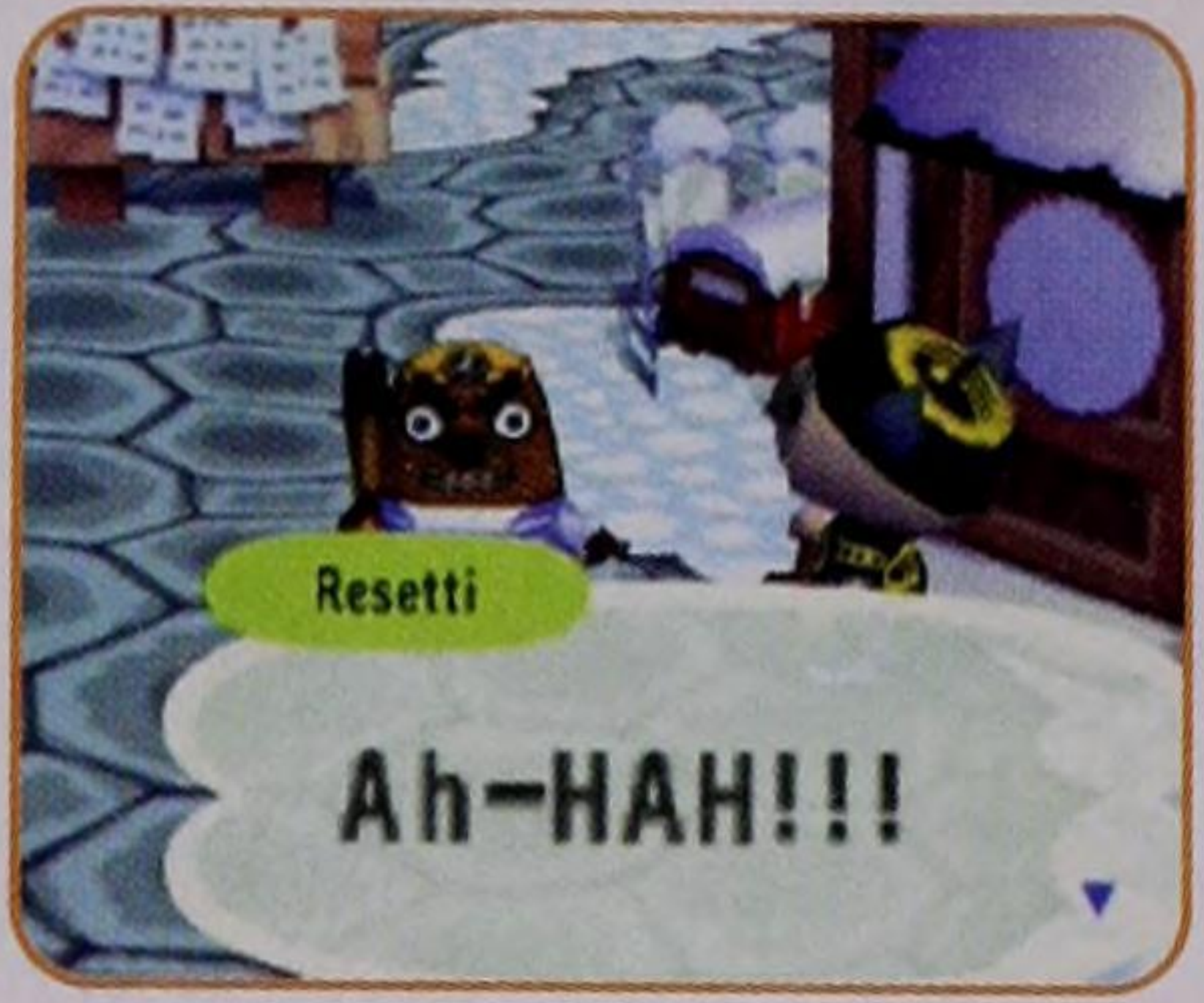
Wisp

Oh, thank goodness!
You really helped me out!
Thank you so much.

Return to where you saw the ghost, and give him the five spirits. He'll give you a special wish. Choose from repainting your roof, removing all weeds, or a random item. The weed removal is by far the coolest reward!

Mr. Racketti and Mr. Resetti—Resentful Moles

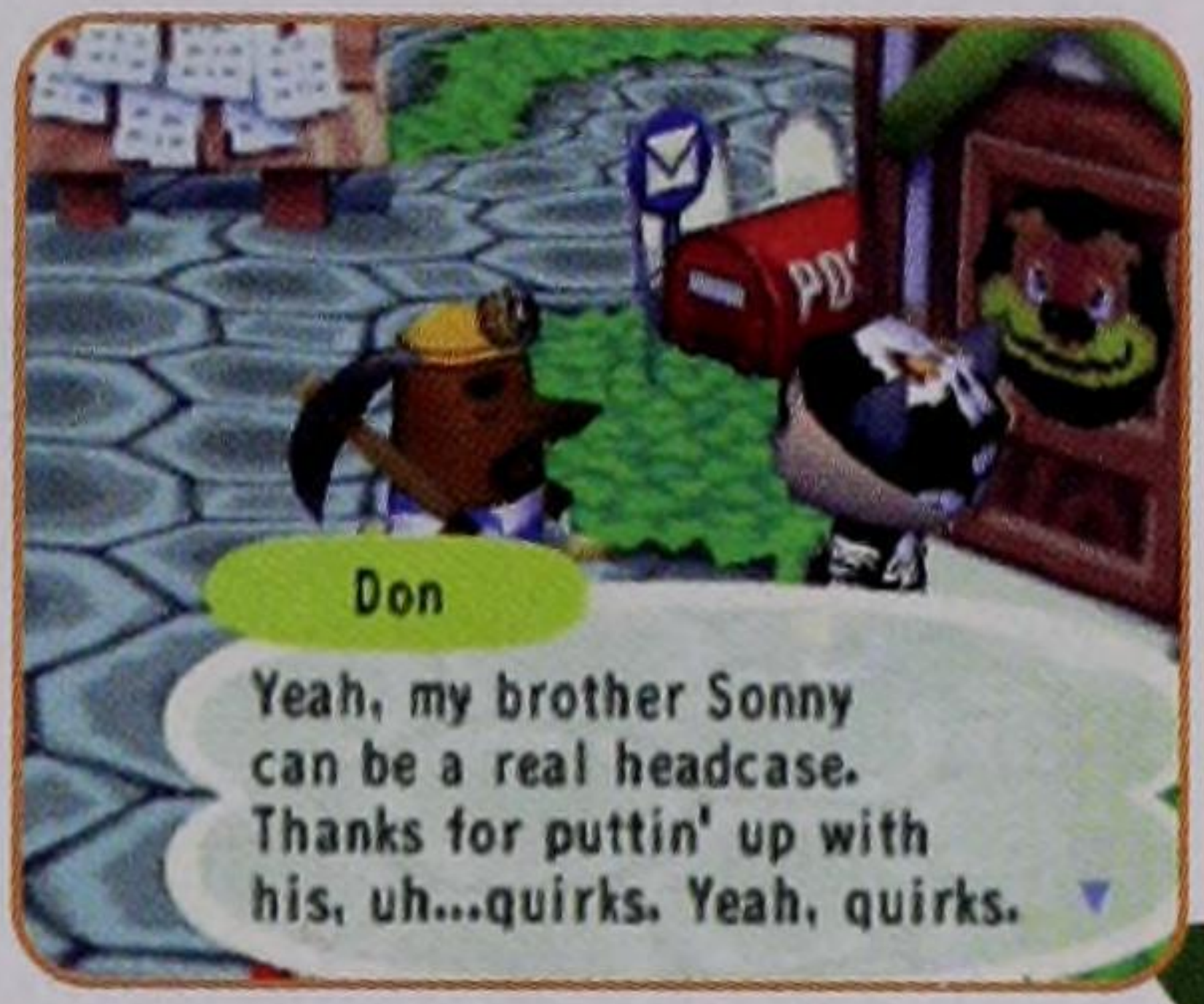
Appears: When you reset game



Resetti

Ah-HAH!!!

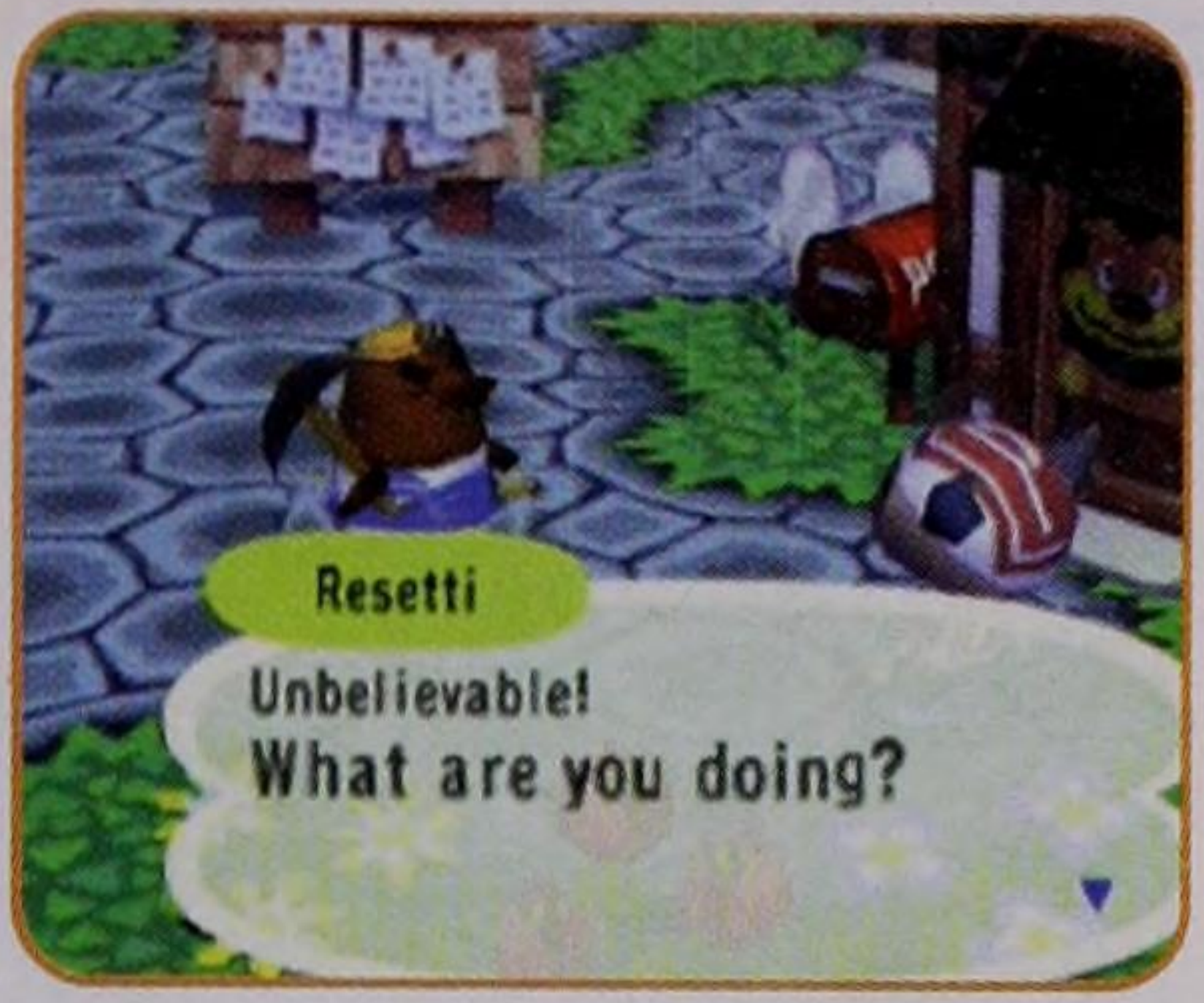
Don't reset that game! If you reset *Animal Crossing* during play without saving your progress, then the next time you play, one of these two characters pops out of the ground near your house! It's usually Mr. Resetti.



Don

Yeah, my brother Sonny
can be a real headcase.
Thanks for puttin' up with
his, uh...quirks. Yeah, quirks.

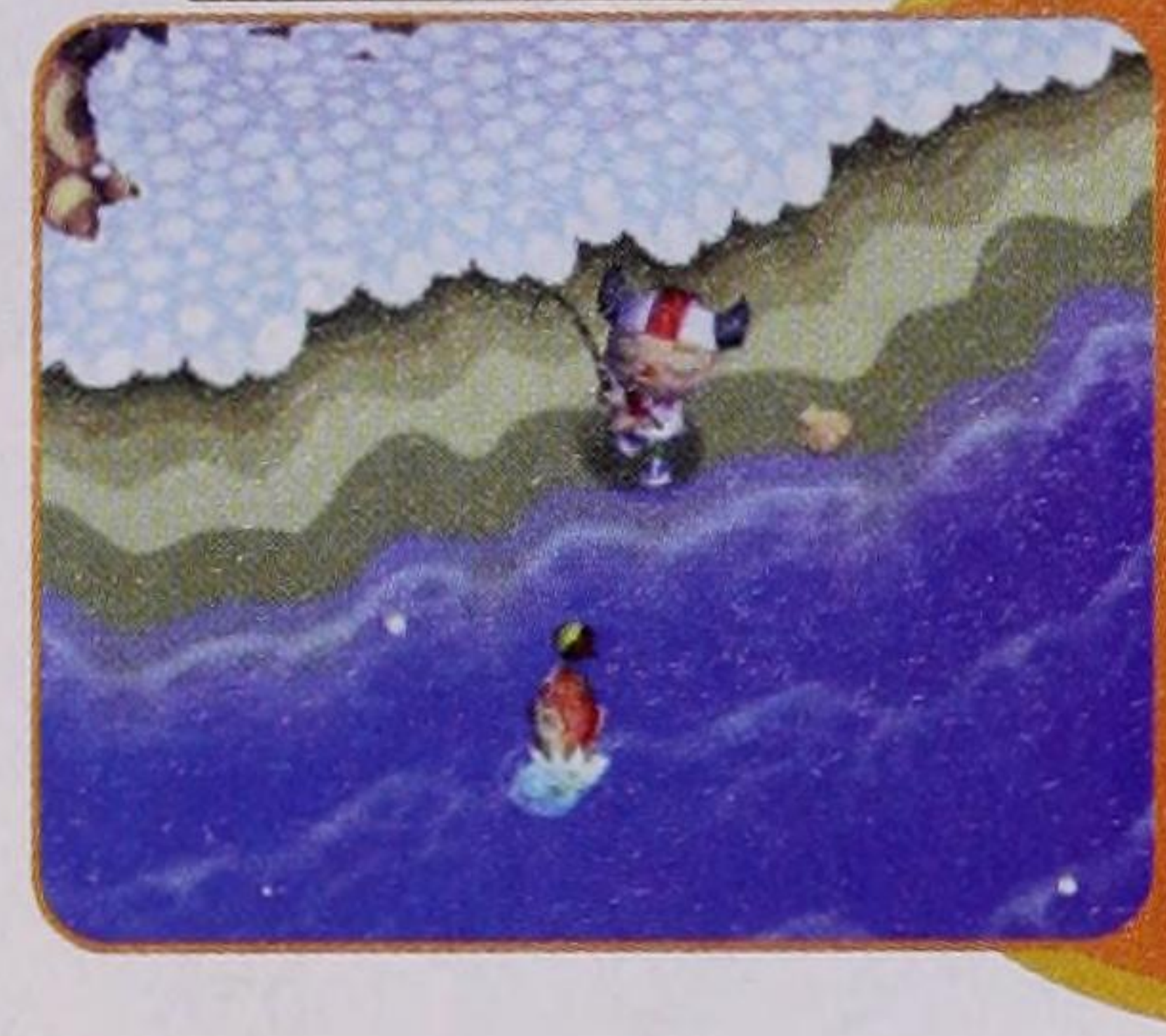
What do they want? They want to scold you for cheating! You can't reset real life, so why do it in the game? At least, that's their view. Listen to these crazy moles, and then return to the game.



Resetti

Unbelievable!
What are you doing?

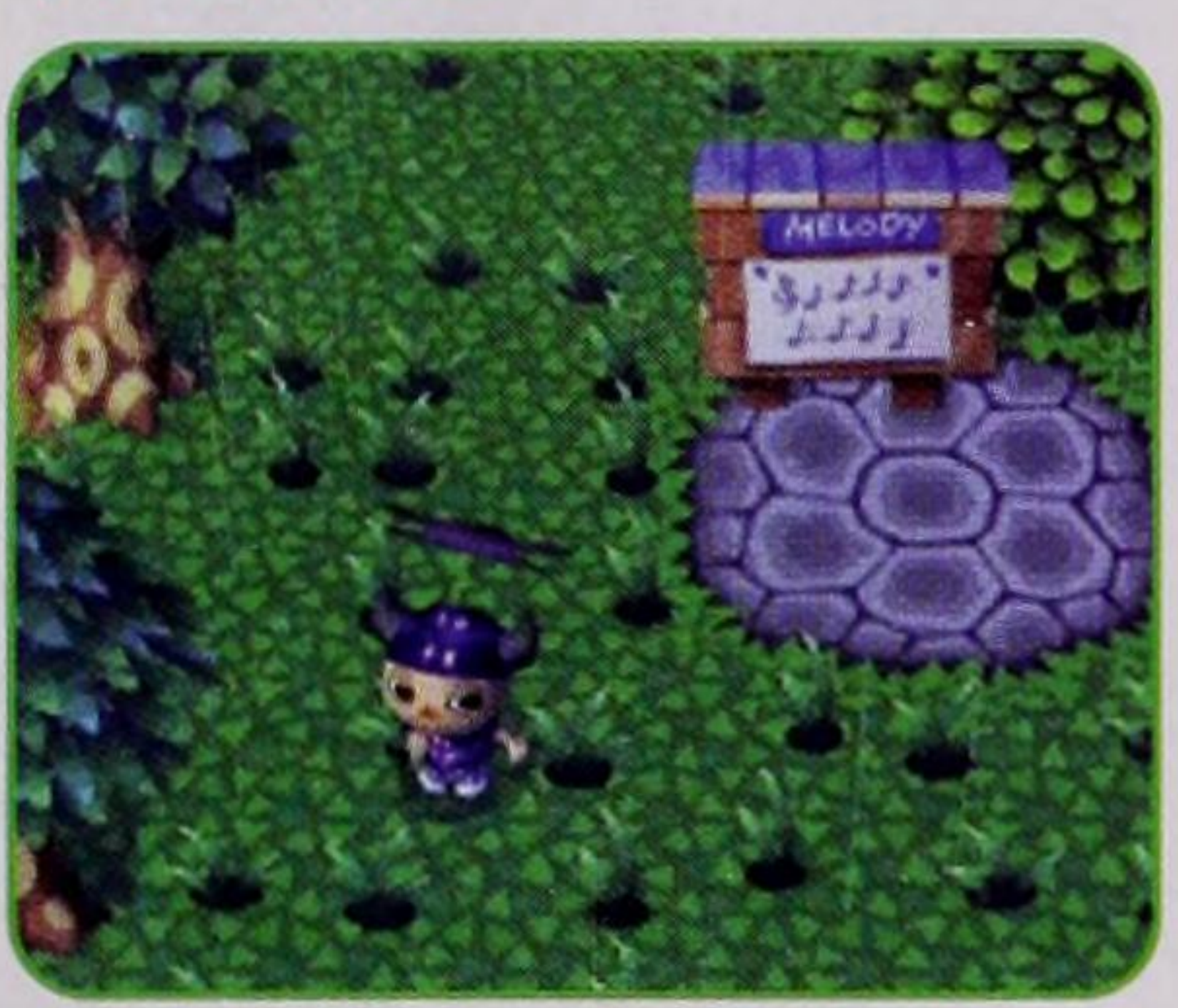
If you keep resetting, then Mr. Racketti attempts to persuade you to stop by gentle pleading. But if you don't listen to him, the angry Resetti comes back, and forces you to write an apology note, turns off your game for a few seconds...or even worse!



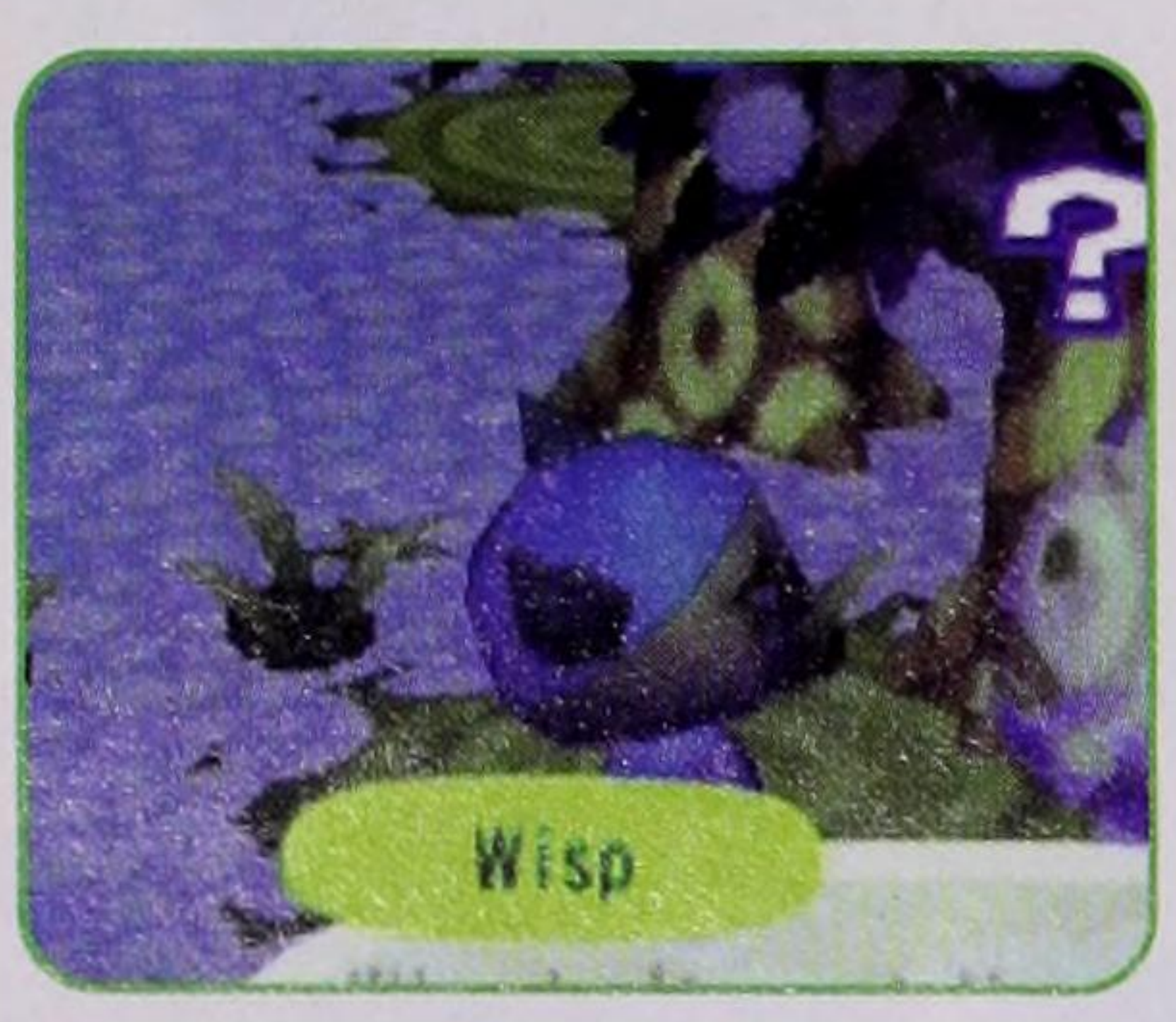
What could be better than fishing near a babbling brook, watching the sun go down over the tops of the peach trees, and catching a red snapper worth 3,000 Bells? This section lets you into the magical world of fishing, catching Insects, and managing the earth and woodland to create a perfect harmonic balance for your town.

How to Grow a Healthy Countryside

Weeds

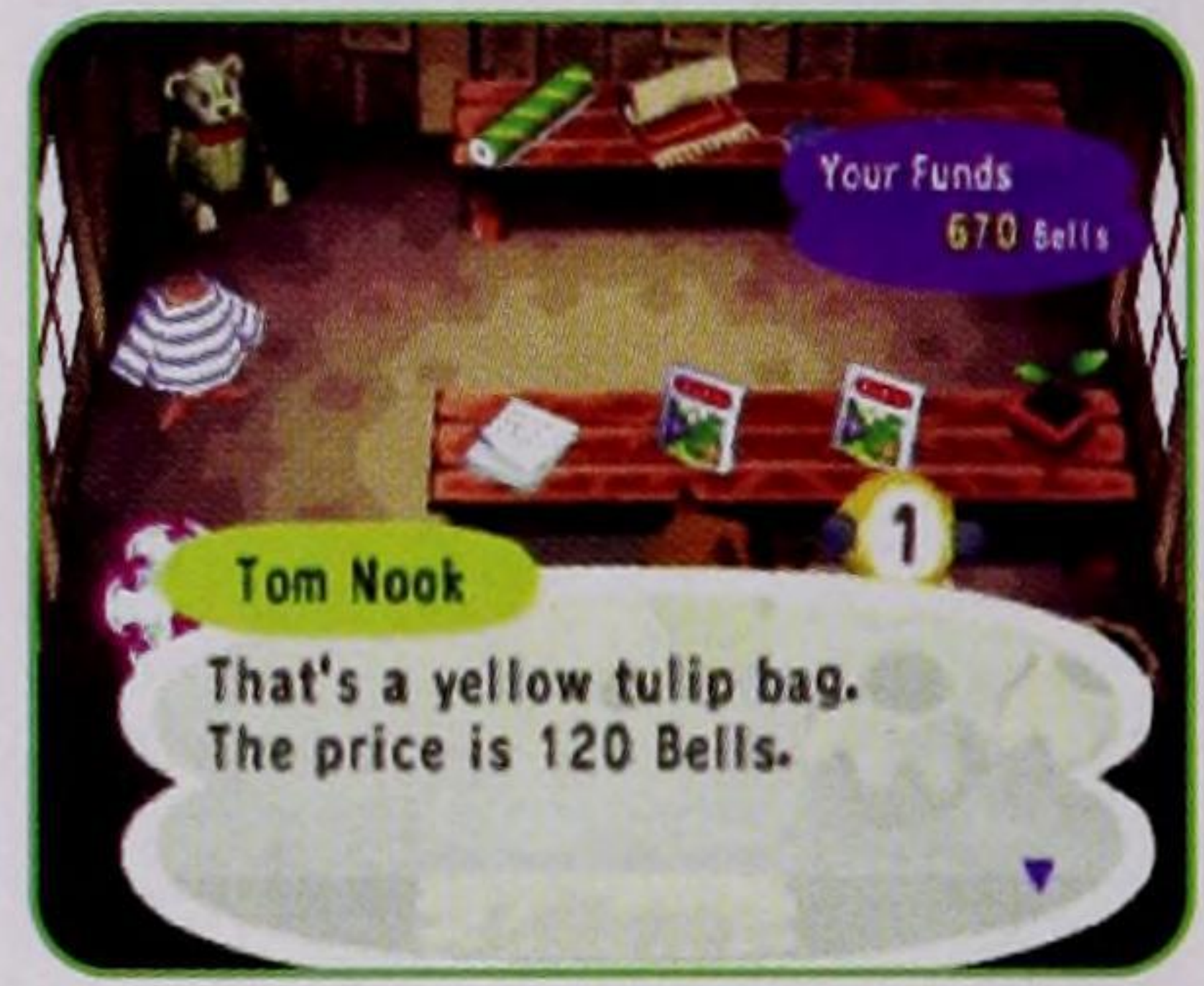


Look at those weeds! They start appearing in random spots all over town. Either pull them out of the ground with Ⓑ, or dig them with the Shovel.



You can also find five spirits that Whisp the ghost has lost, between 12:00 and 4:00 each night, if Whisp appears. Choose to remove weeds, and they all go!

Flowers



Your Funds 670 Bells

Tom Nook

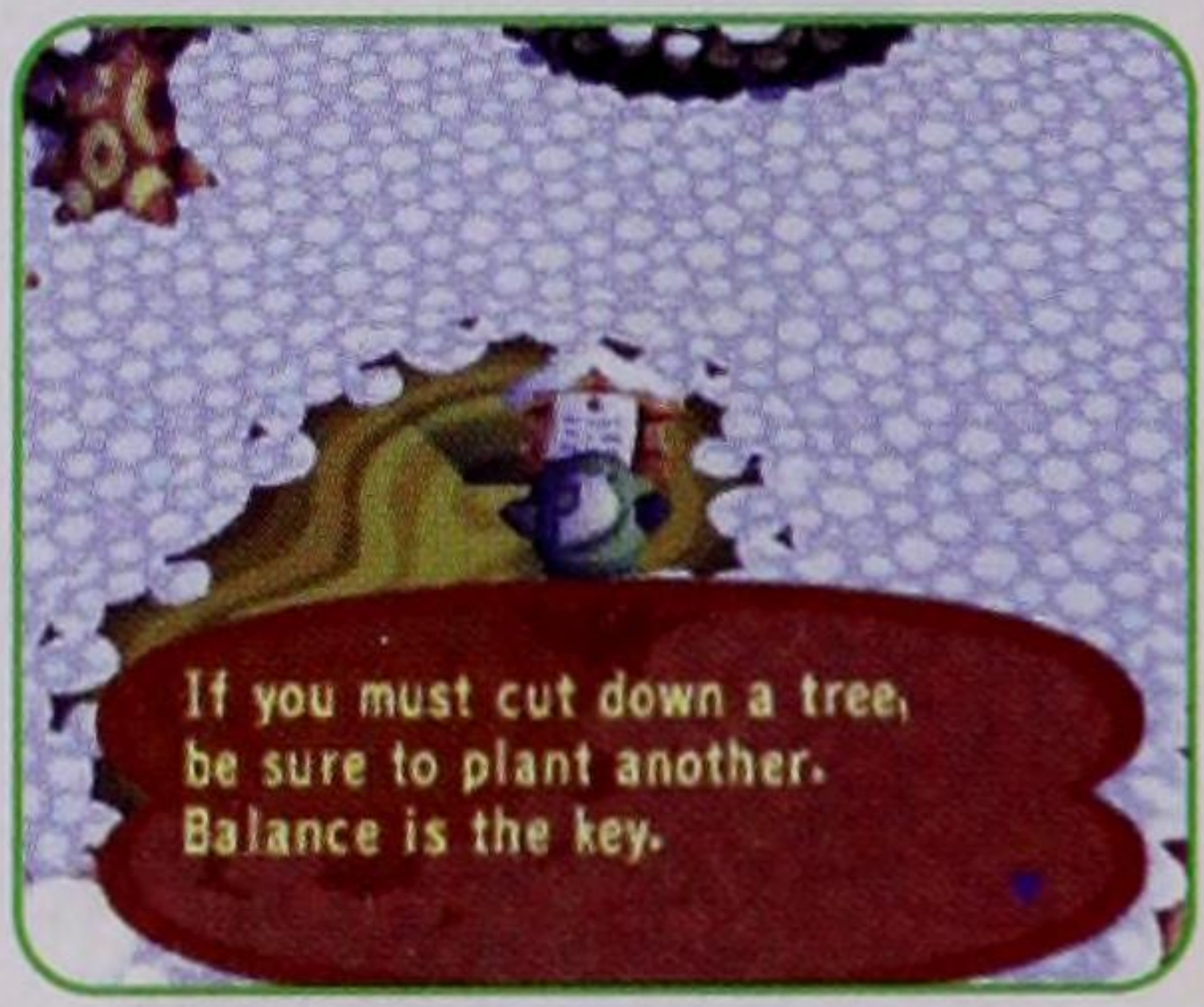
That's a yellow tulip bag.
The price is 120 Bells.

Replace weeds with beautiful flowers—Tom Nook sells these year round in his store. Don't dig up flowers once you plant them!

The more flowers you plant, the more inhabitants are attracted to town, and the better the town's condition is. Also, some Insects prefer flowers, so this is a great way to attract them, too!

Remember to tiptoe through the tulips. If you run through flowers, you can smash some during your dash. Expect to lose plants intermittently throughout the harsher parts of the year.

Trees

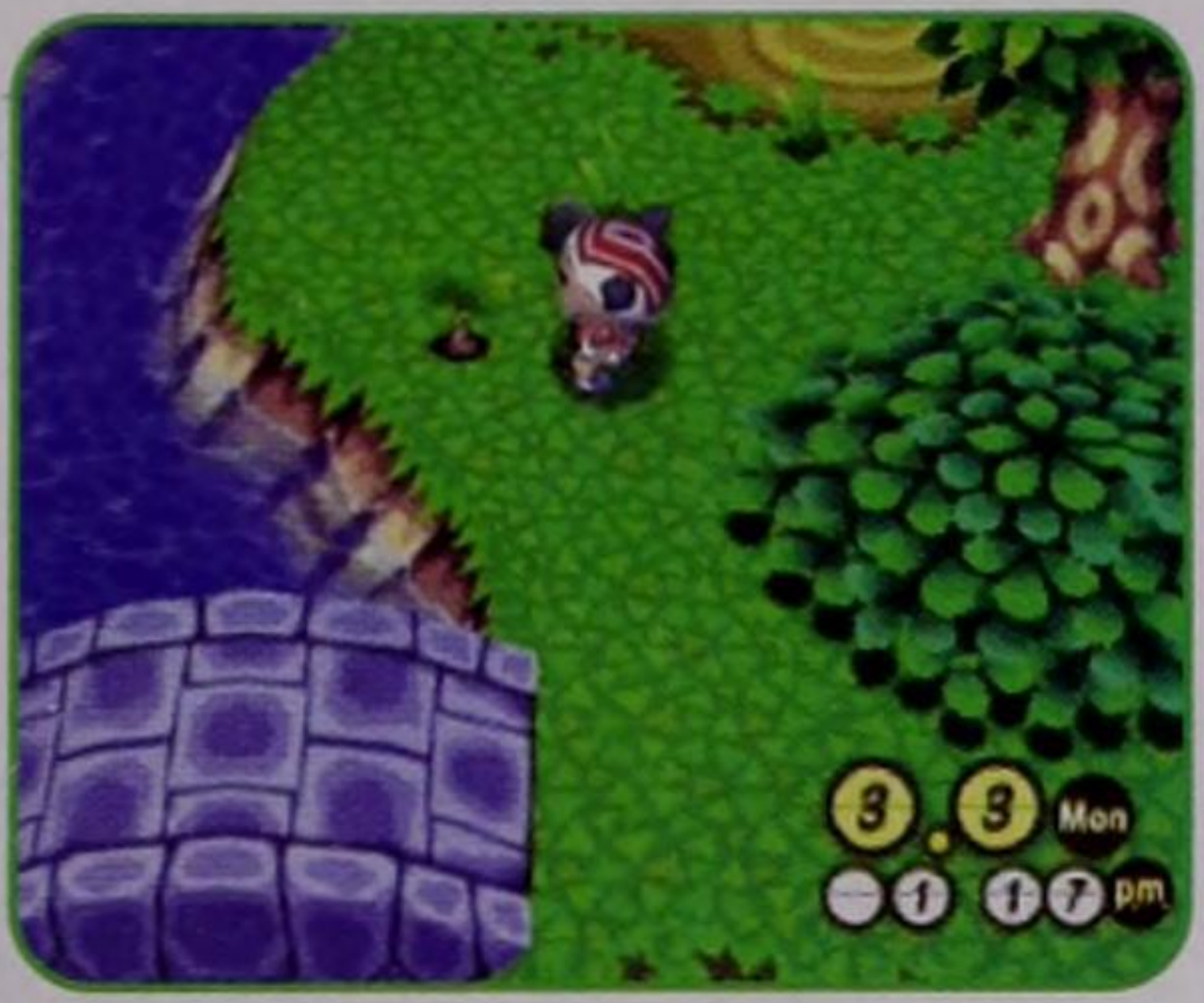


If you must cut down a tree,
be sure to plant another.
Balance is the key.

Next on your planting list should be trees. Replace every tree you cut down with a new sapling. The four kinds are simple trees, conifer trees, coconut palm trees, or fruit trees.

Each time you plant a tree, like this fellow in the picture, you must wait four whole days. By this time, you will know if the tree will grow, stay small, or not grow at all!

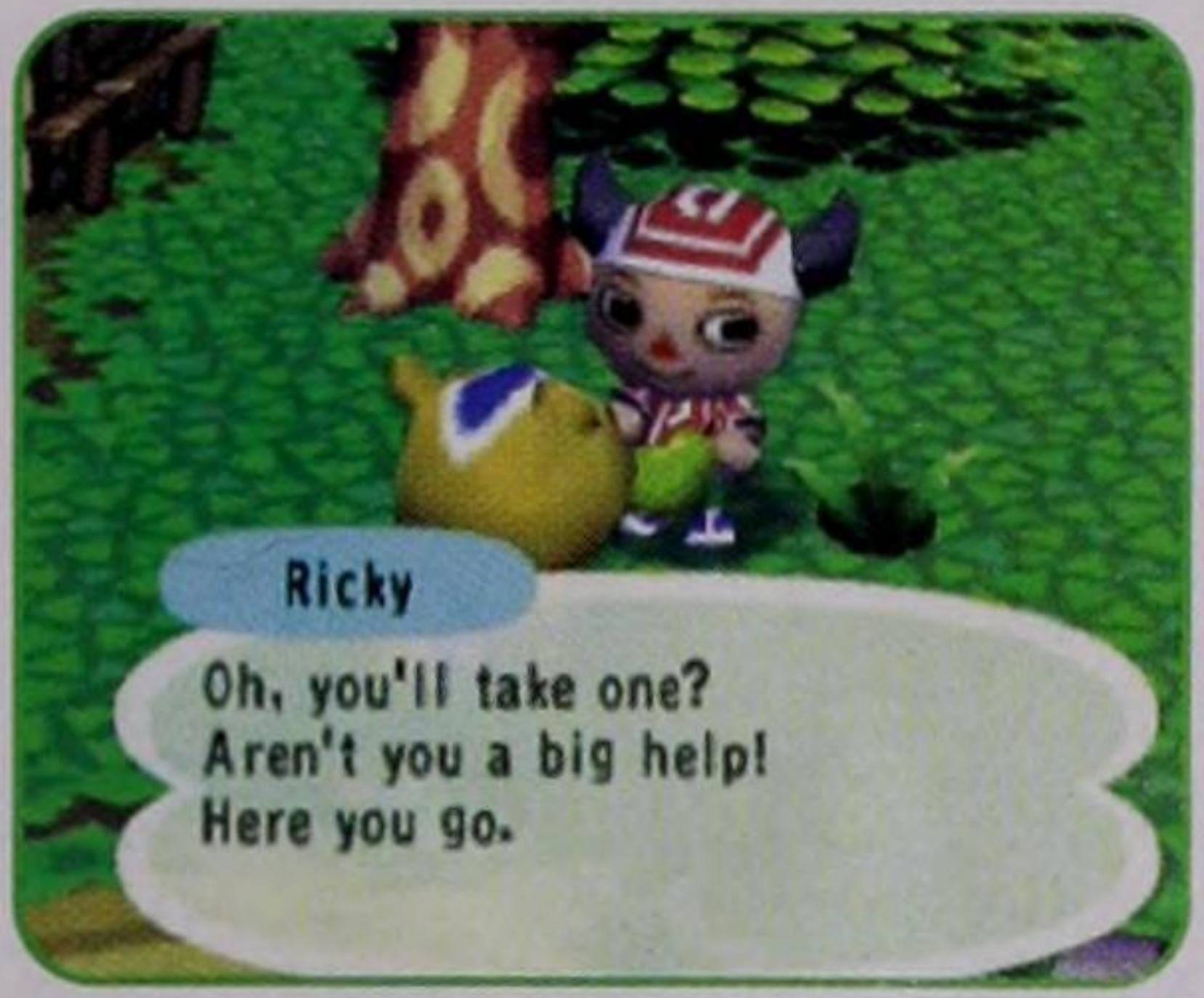
If there are more than 33 trees in a single acre of town, no more trees will grow there, so cut down trees that are too close together. Plant saplings at least three spaces away from the nearest tree!



Never plant a tree near a rock, a bush, or a body of water, as this keeps the tree from growing to its largest size. Don't plant a tree on exposed earth, either—just on the ground.

Create areas in town where fruit orchards grow, with trees of varying types. You can sell the fruit, deposit it on the Tropical Island and make loads of money, or even swap fruit types with your friends!

The six fruits are orange, cherry, pear, peach, apple, and coconut. Tom Nook offers 100 Bells per fruit, 150 Bells for coconuts, and 500 for fruit that comes from another town. Each town starts with one random fruit.

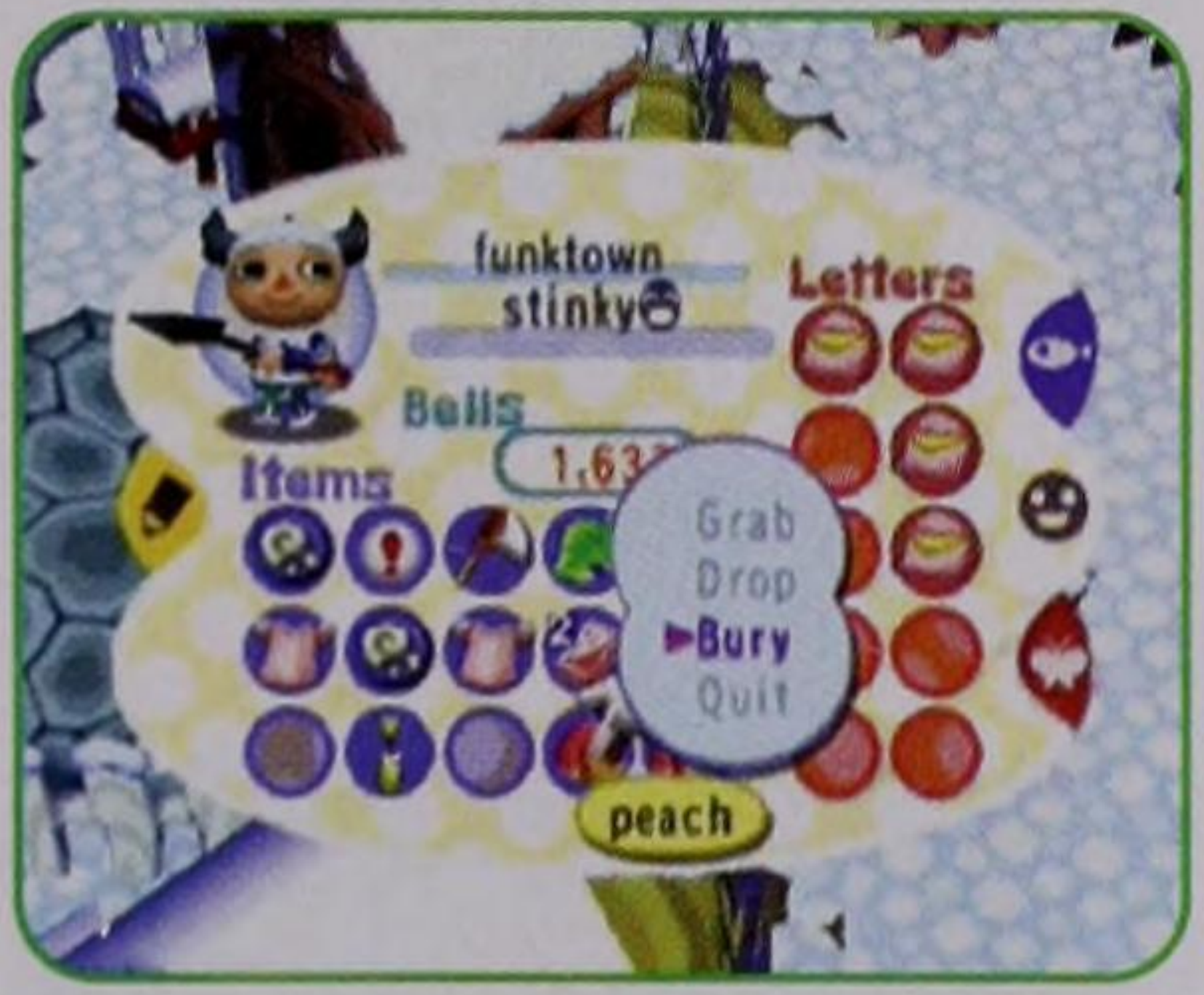


Ricky

Oh, you'll take one? Aren't you a big help! Here you go.

You can receive more fruit in the mail from home, from characters, and most easily, from your friends. Get your pals to drop off some cherries if your town has only peach trees. Try to grow all six types of trees!

You can even eat the fruit, although this doesn't affect the game. The more fruit trees and varieties you have, the better your town condition becomes.



To grow a fruit tree, simply dig a hole (in a good place) and plant either a fruit or a sapling bought from Tom Nook's store.

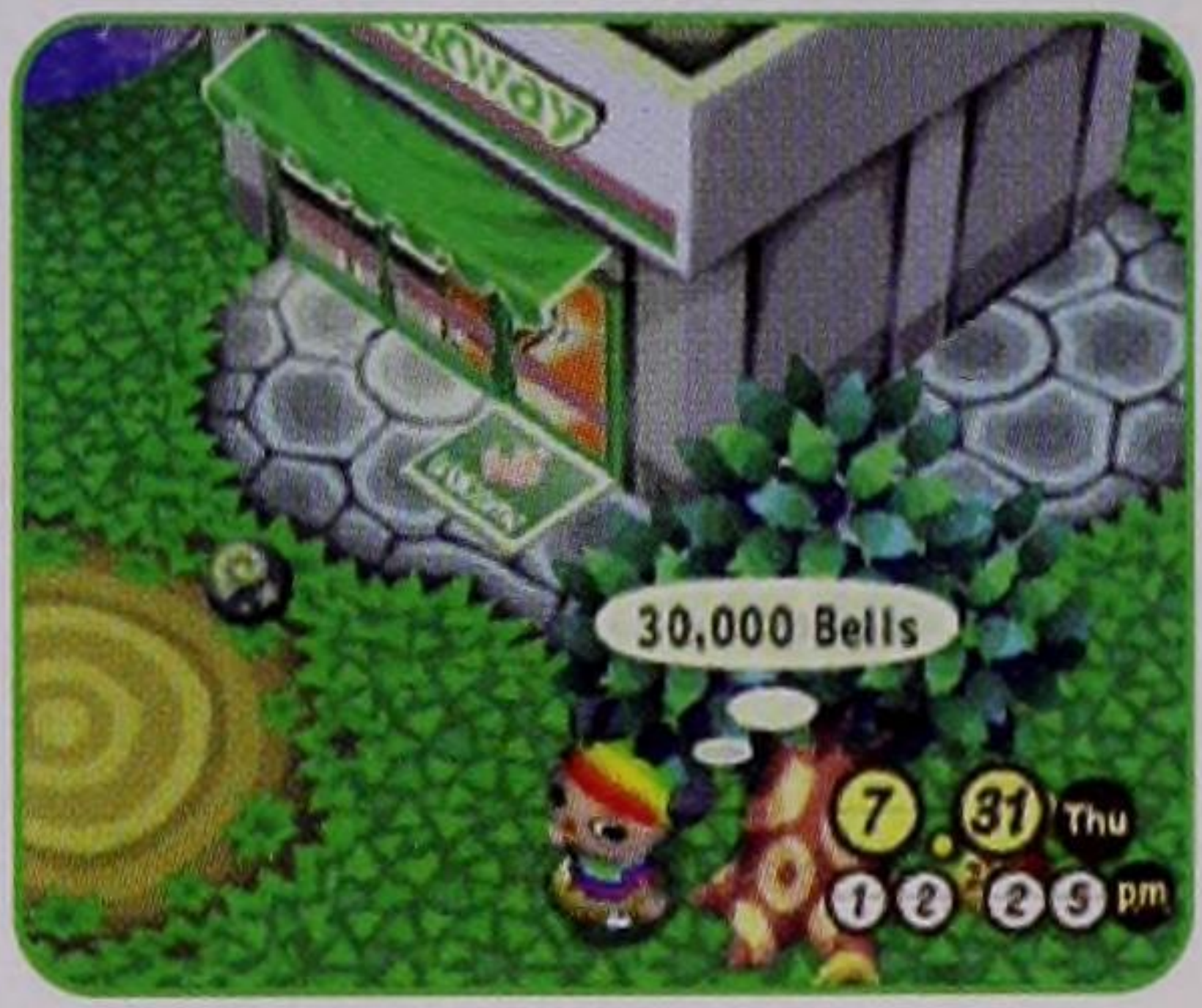
Finally, set sail for the Tropical Island, and collect a few coconuts so you can grow palm trees in town.

Getting Your Town in "Best" Condition

How do you know your town is at "best" condition? Ask the Wishing Well about the town condition. If he says there are no areas of concern and gives you a happy message, then know you've made it. Do the weeding, plant flowers, help others, and thin out the forests properly. If you keep this up, the mayor visits you and awards you a Golden Axe!

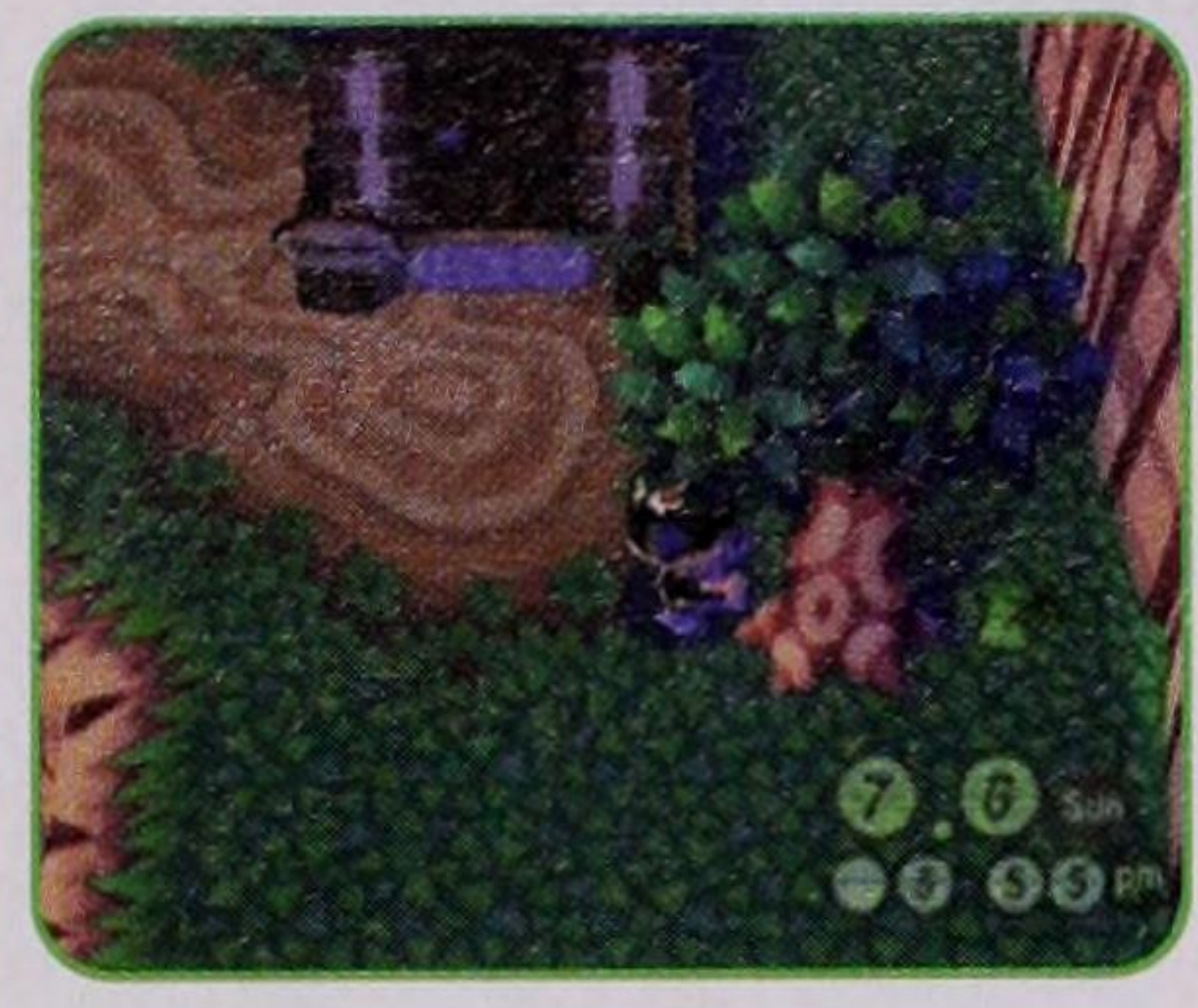
Tree Shakedown

Trees aren't just for planting and chopping down—they have exciting and dangerous presents hidden inside! Each time you enter your town, shake a few trees—some drop items. Are you ready to see what you can get from shaking a tree?

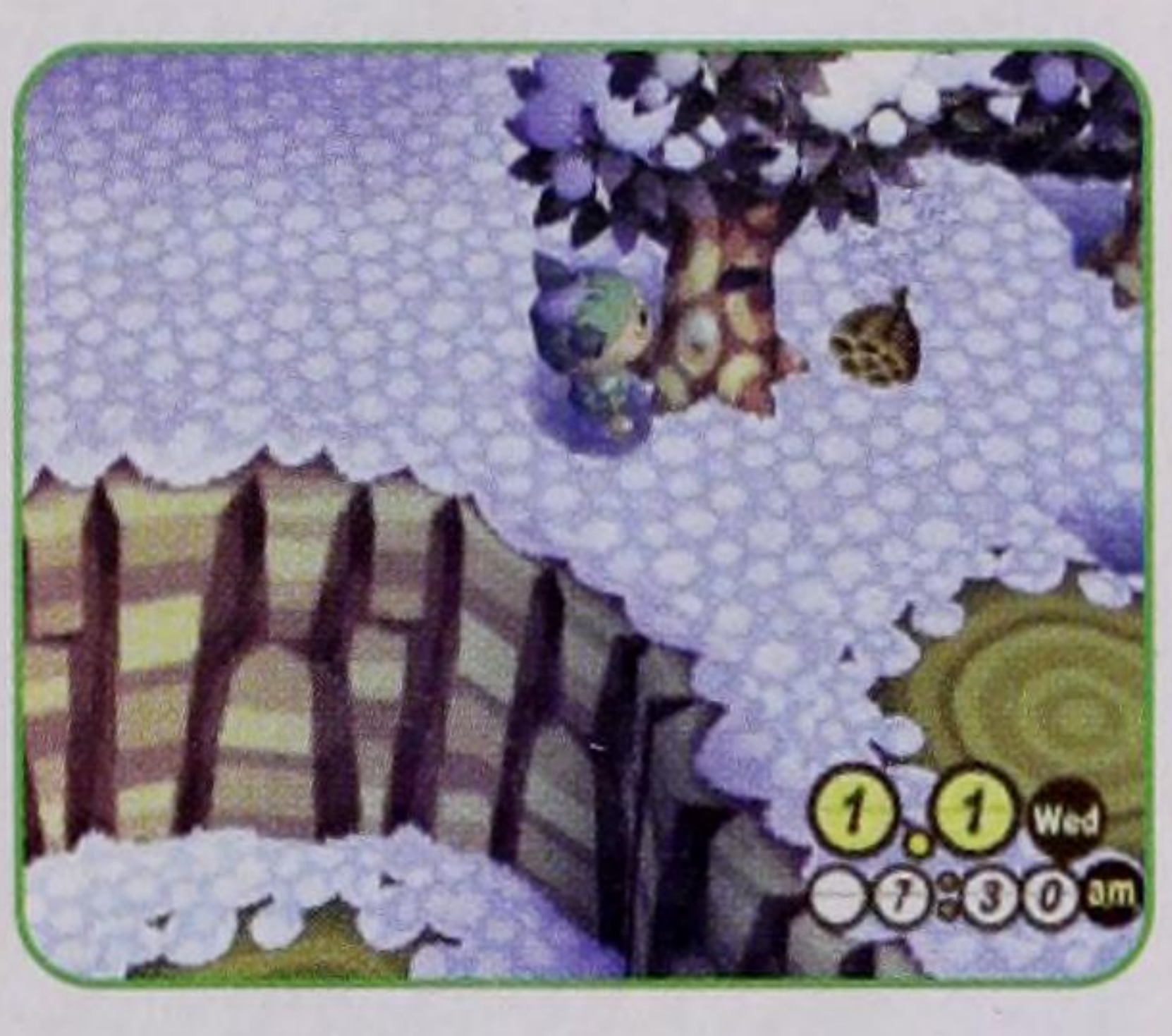


Shake a tree, and randomly, a bag of Bells falls out! This is usually 1,000 Bells, but can be 10,000 or even 30,000 Bells!

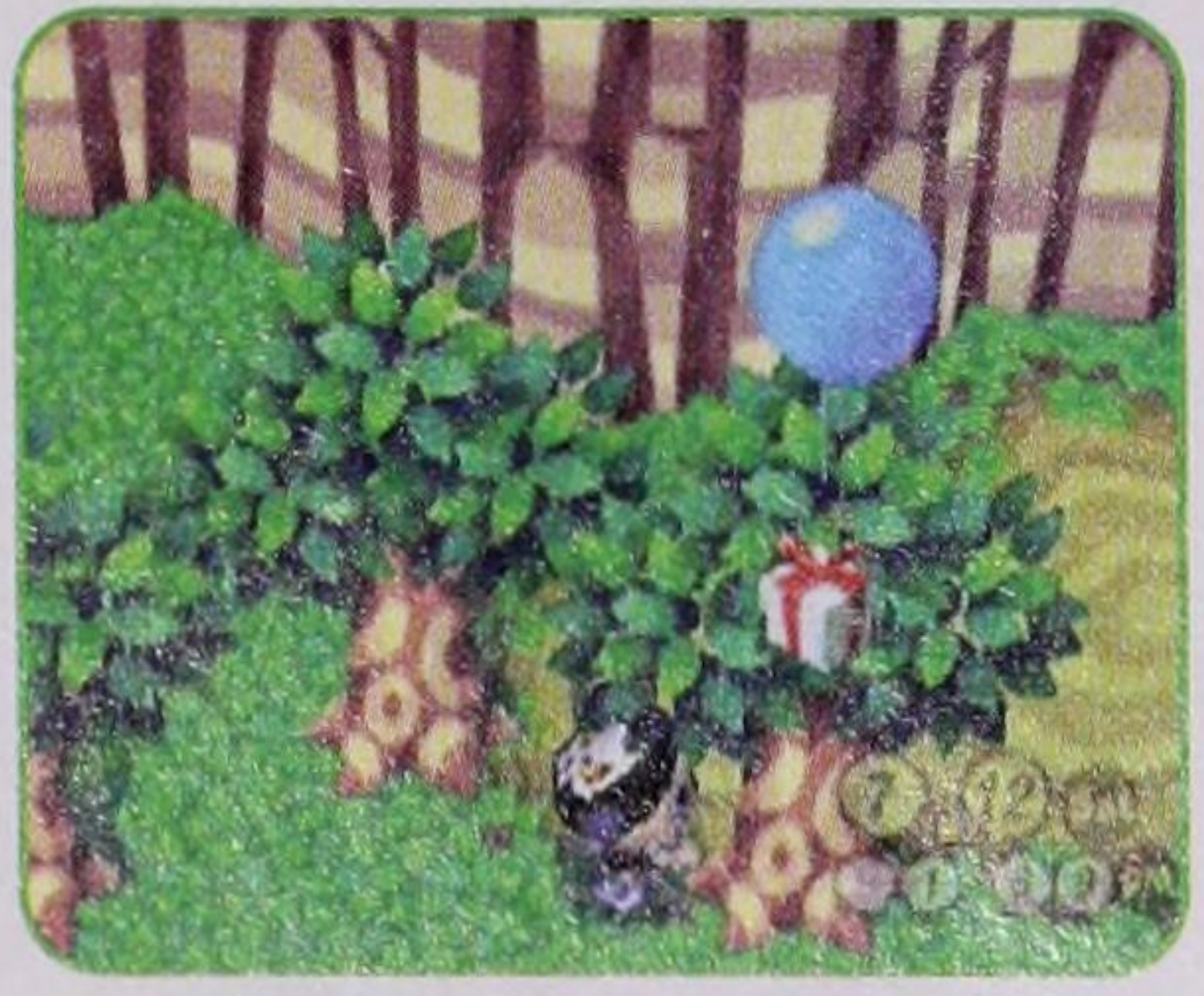
Fruit trees drop their fruits when shaken, and they sometimes do this by themselves. Pick up fallen fruit to keep your town tidy!



Sometimes furniture is hidden up a tree. We've found fabulous tables and even a cabinet from simple tree shaking!



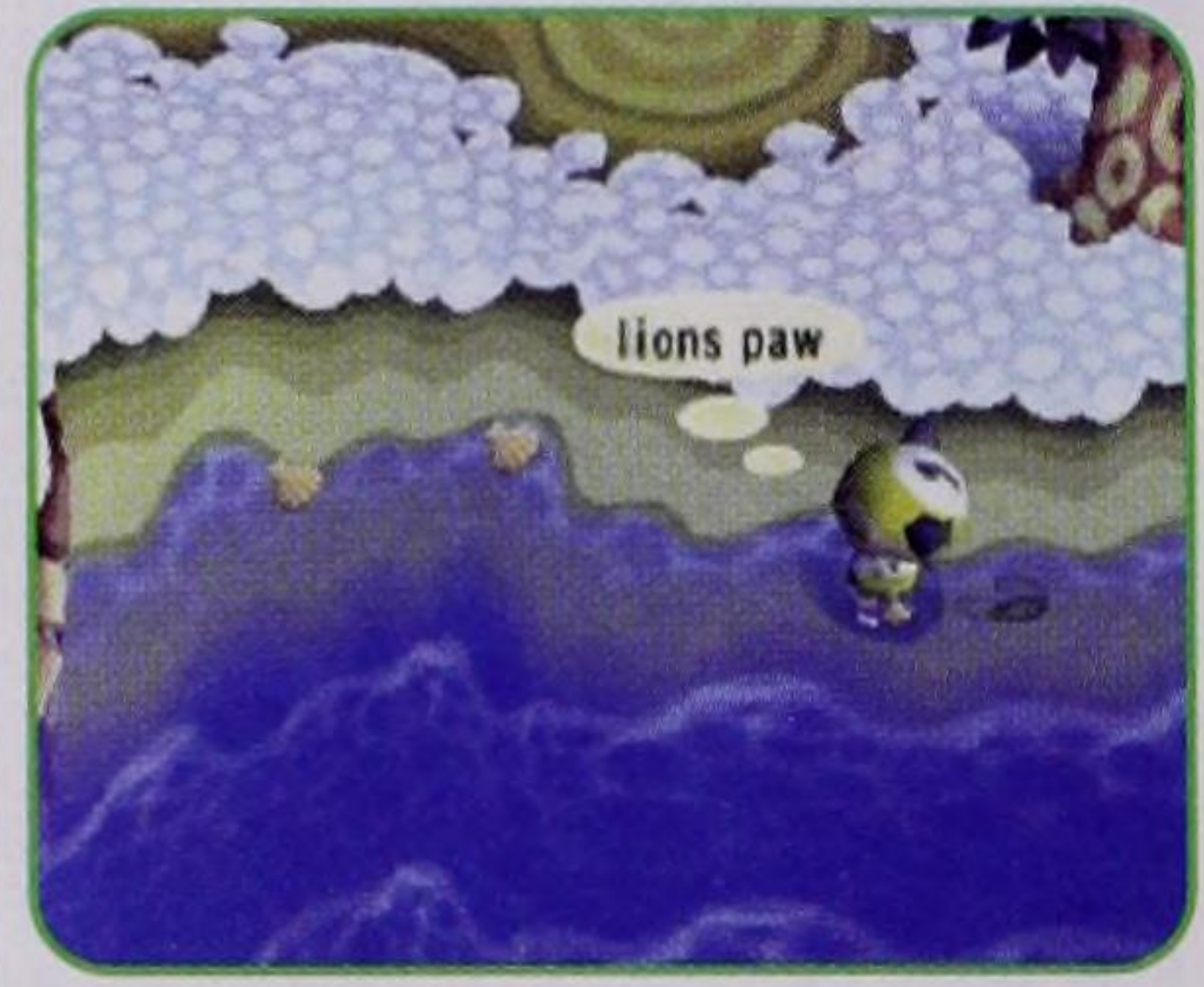
Uh-oh! Trees can occasionally contain bee hives, and the bees don't like being disturbed! They will sting you if you don't immediately bring out your Net and capture them!



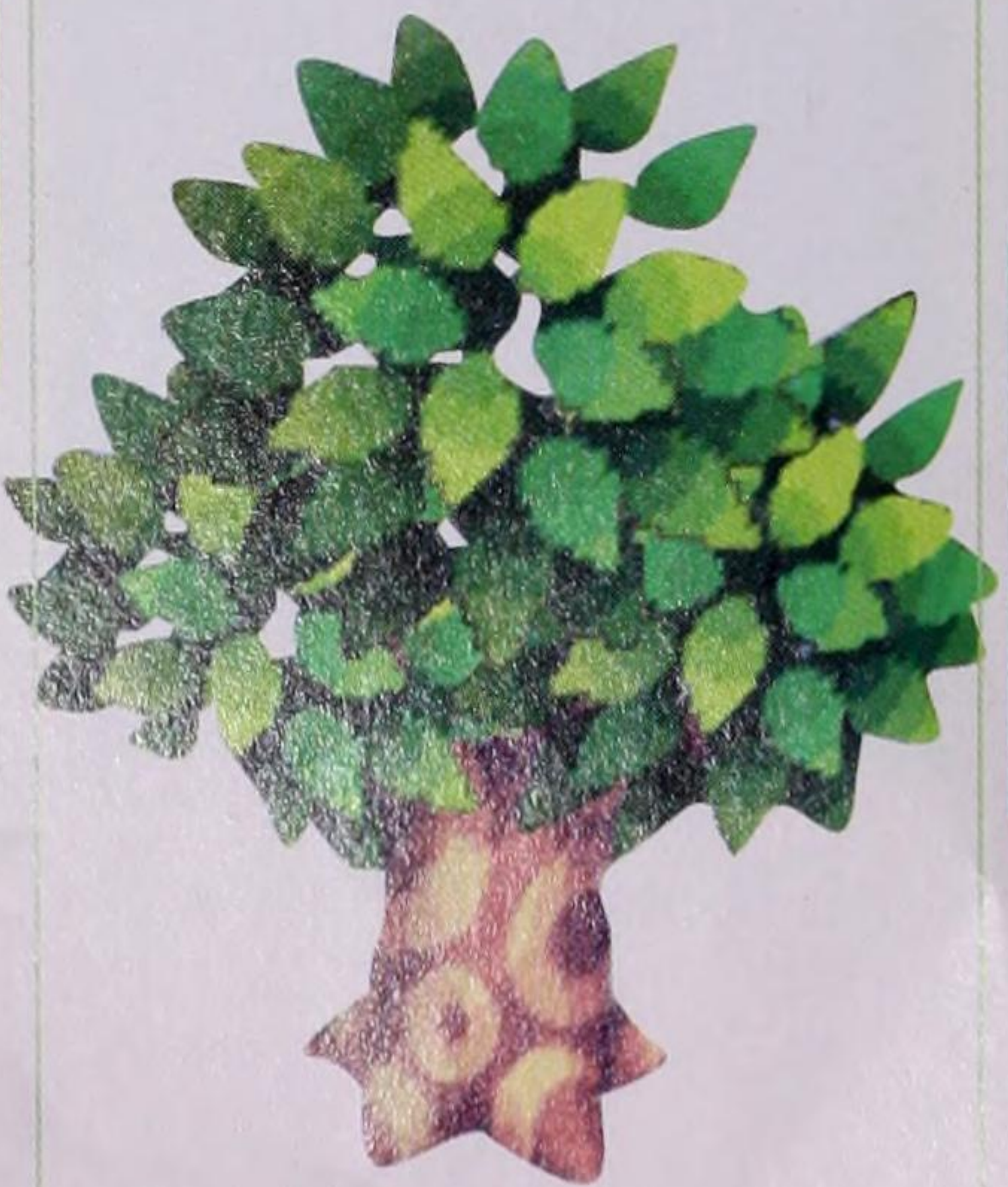
Sometimes, you see a present tied to a balloon, floating through the sky. Wait until the present lands on a tree, then shake it down for a random prize item!

Shells

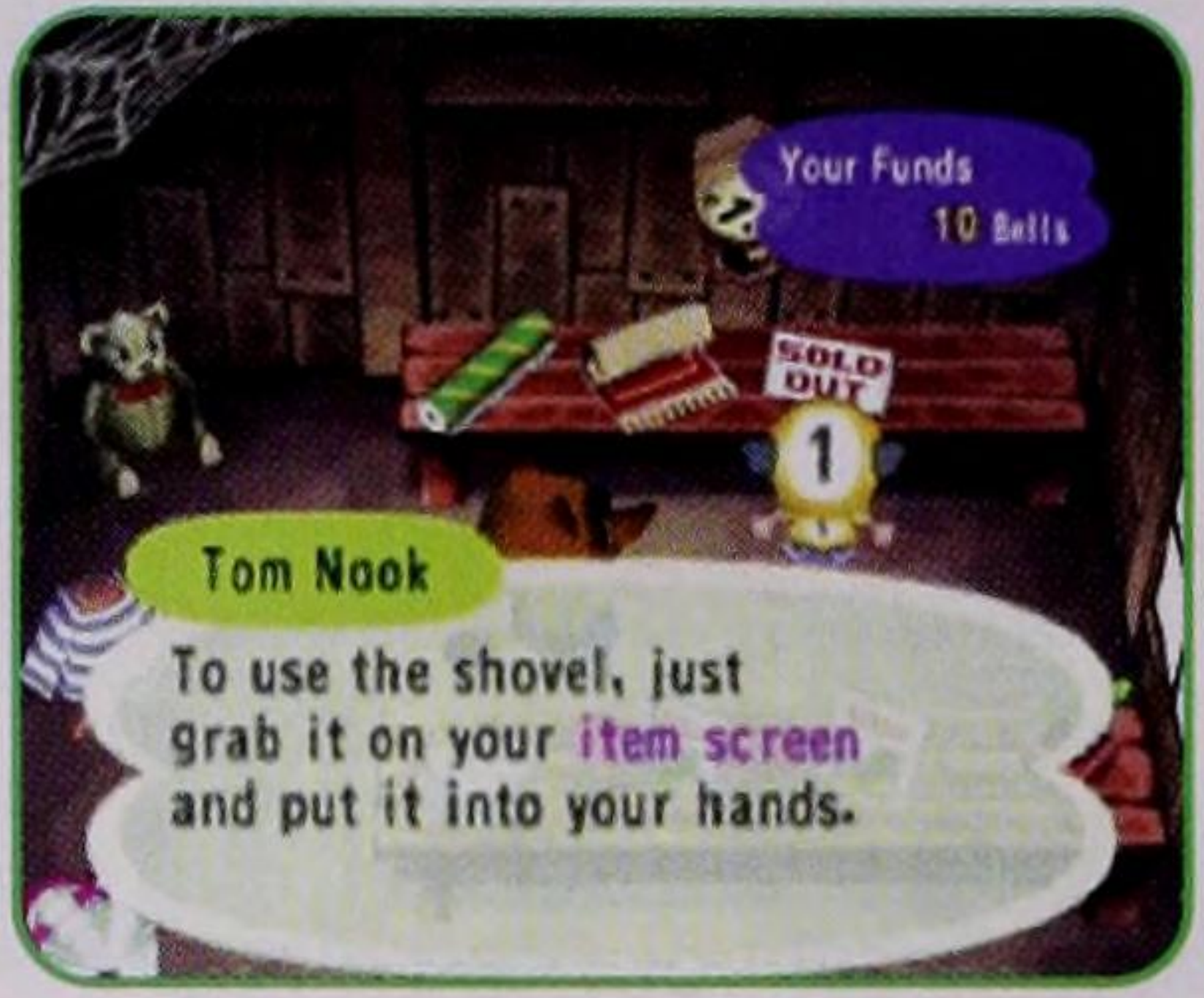
Another wonderful part of nature is the natural bounty washed up on the beach—shells. This is the easiest way to make a little money early in the game.



Collect the coral, clams, and six other shell types, and sell them to Tom Nook. He gives you between 20 and 450 Bells per shell. Learn to spot the tortoise shells, the clam-like shells, and the coral, as they're worth the most.



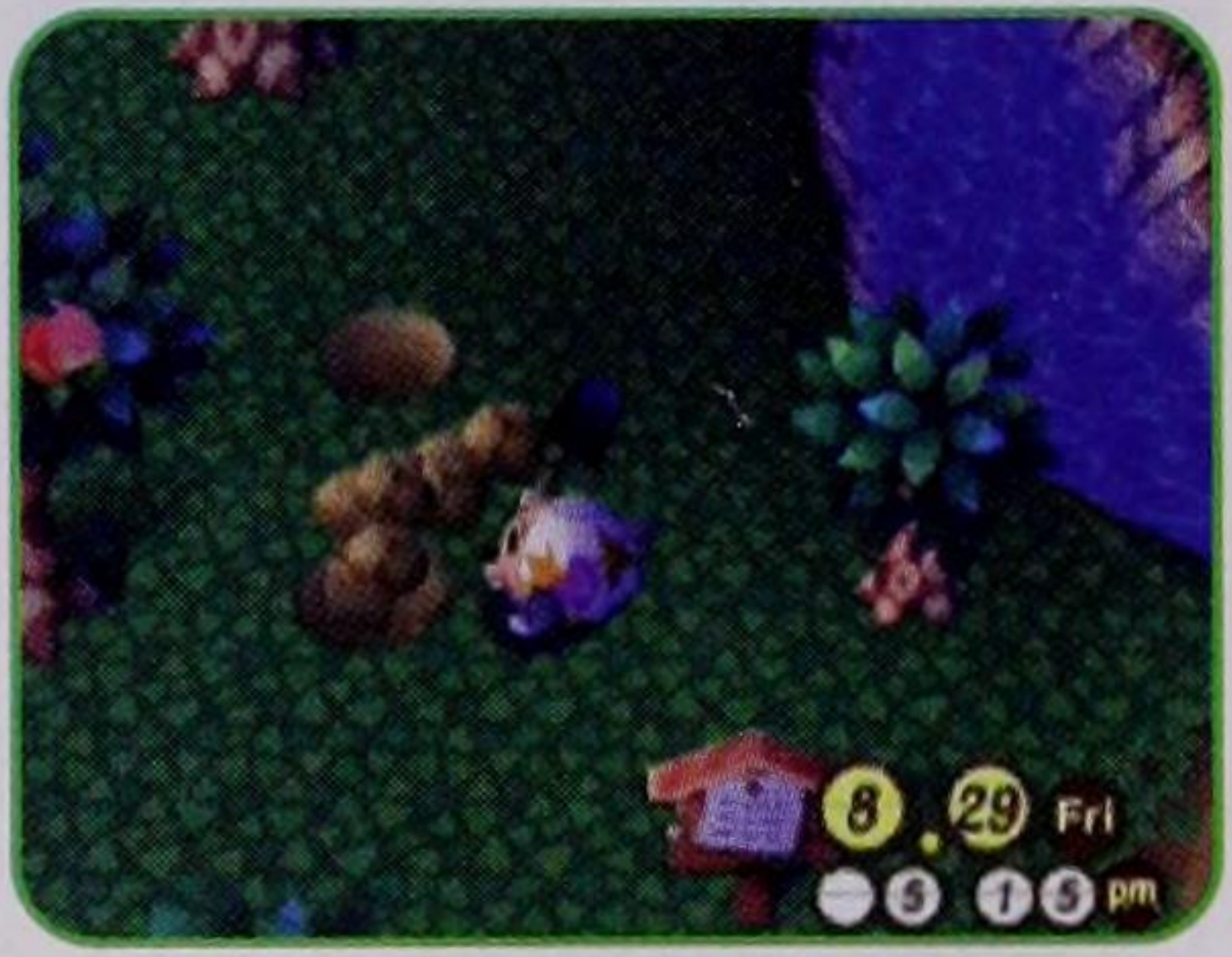
Using Your Shovel



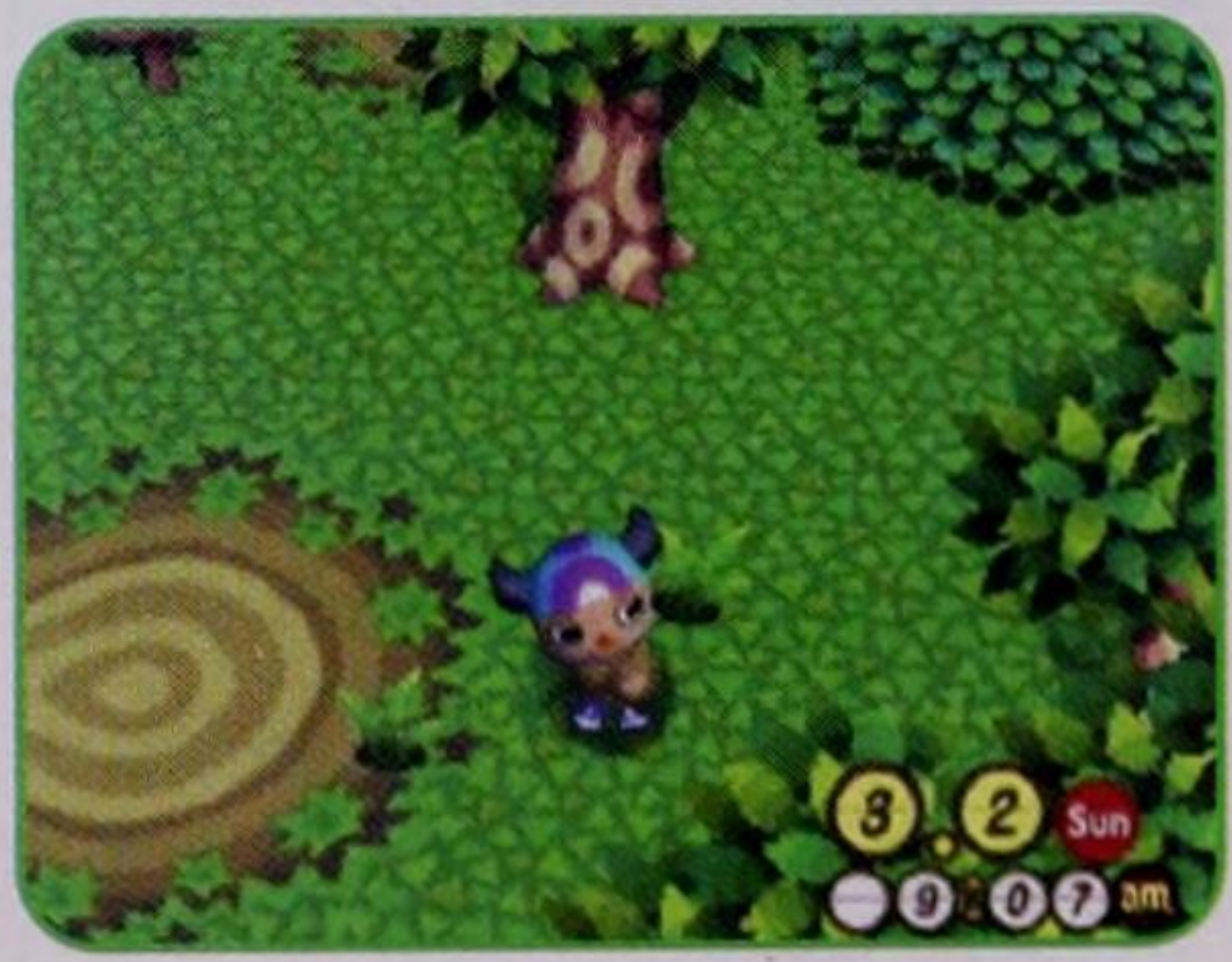
Tom Nook

To use the shovel, just grab it on your item screen and put it into your hands.

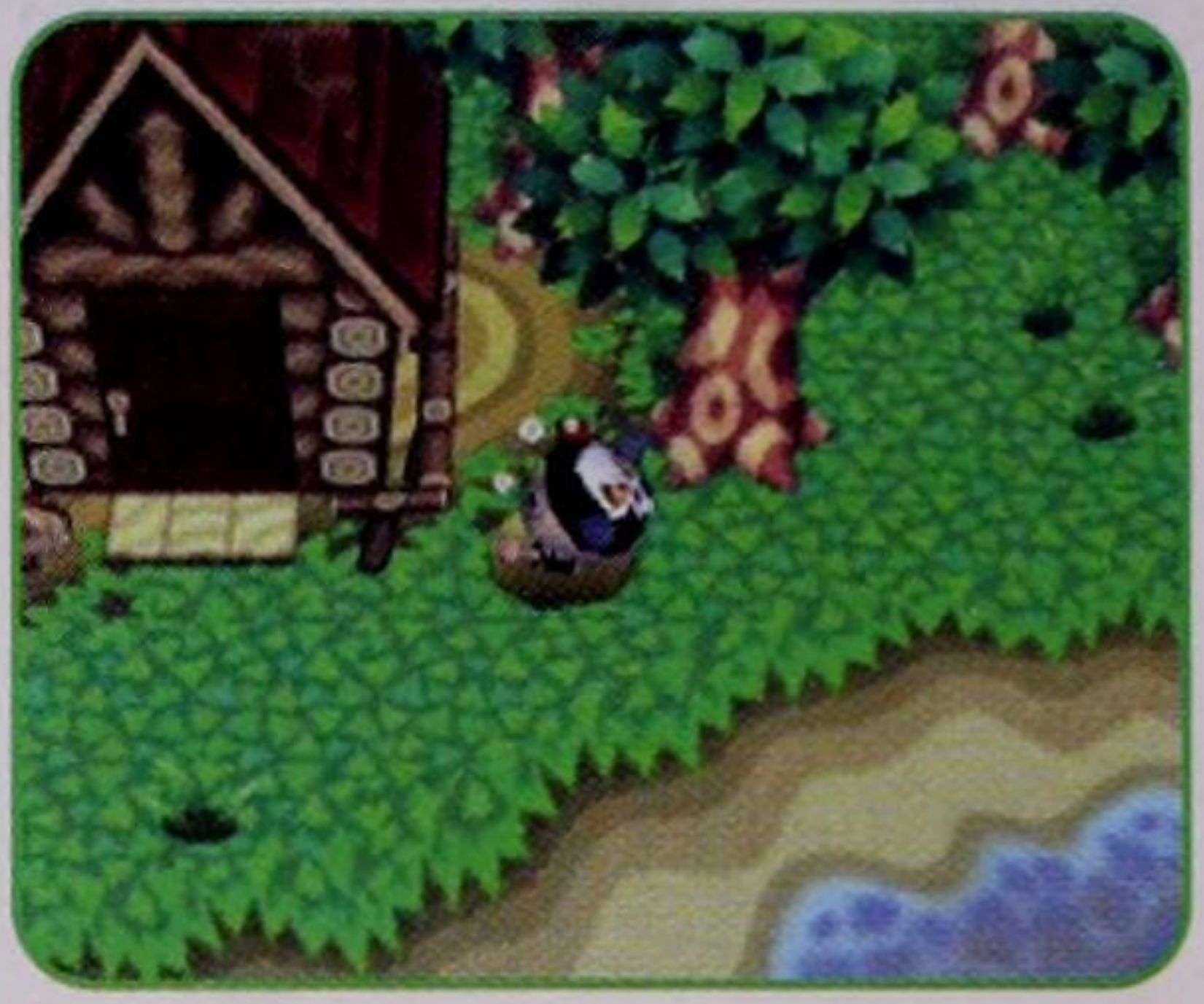
Your Shovel is the most important of the four manual labor tools in the game. Buy one from Tom Nook's store early. With the Shovel equipped (drop it onto your character in the inventory screen), you can start some major excavating!



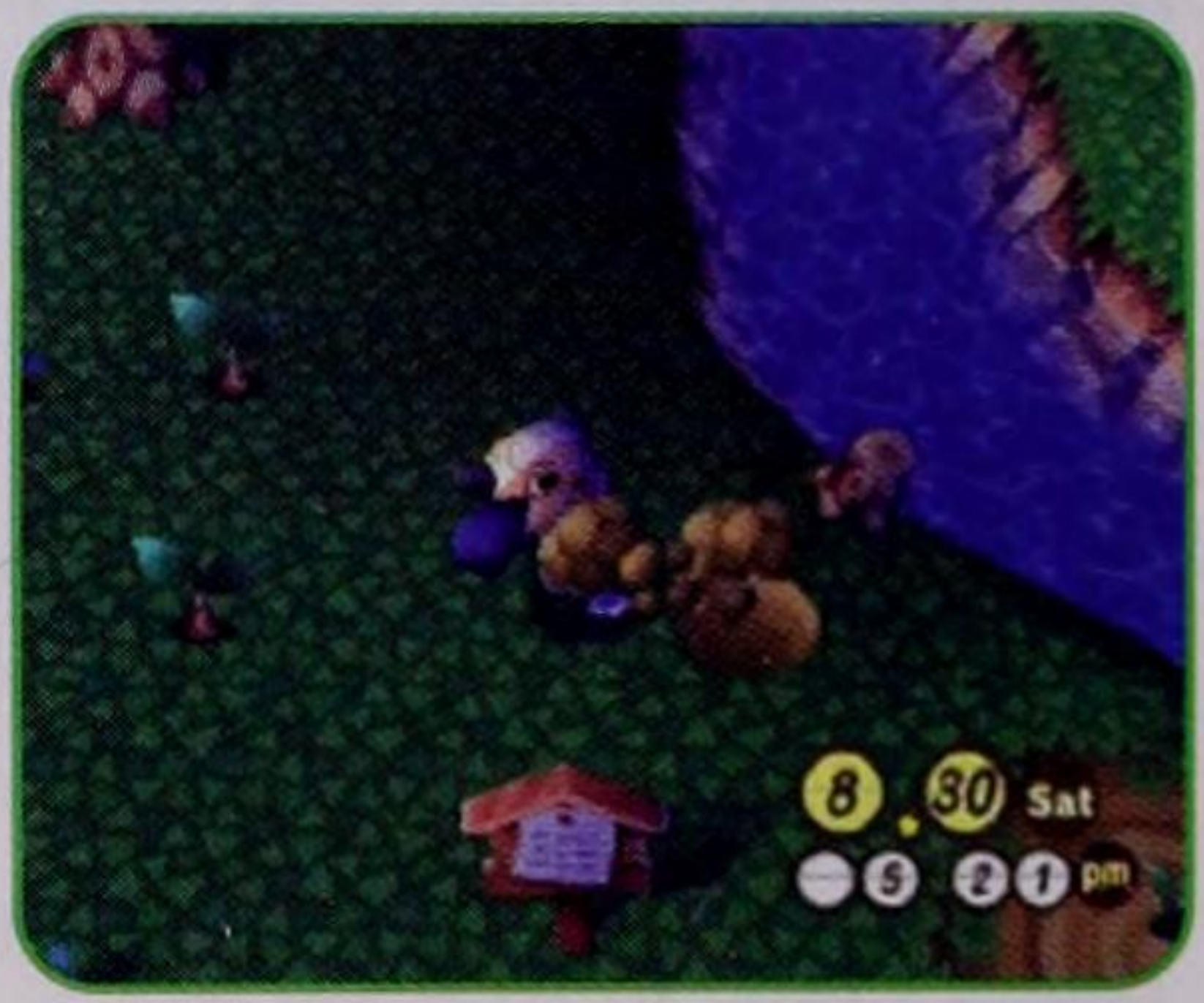
Dig holes to plant seeds or saplings or to find objects in the ground. It is also one way of clearing a weed. If you dig a hole where a plant or sapling is, you'll destroy it!



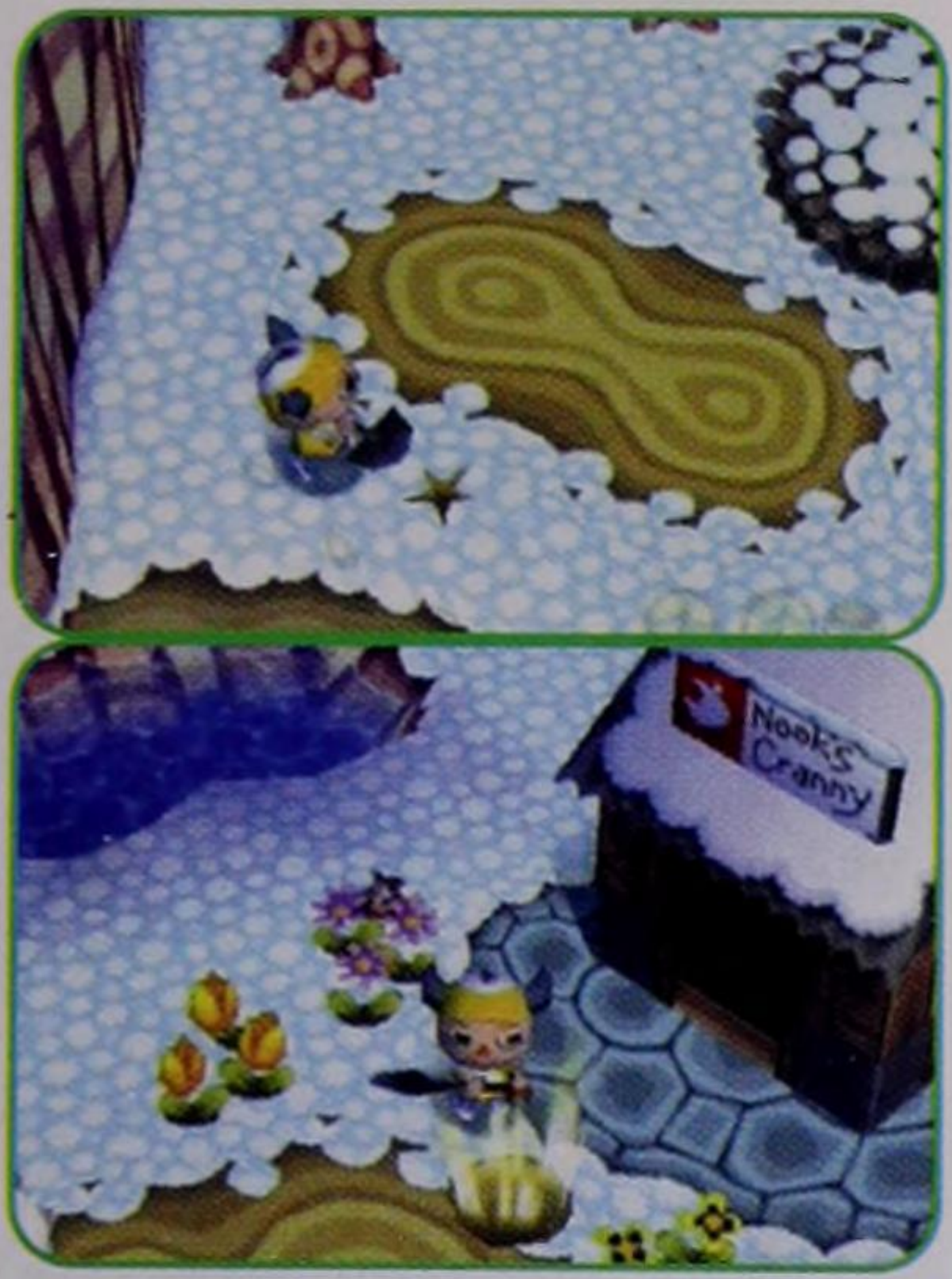
Here you are digging a weed out of the ground. It is quicker, however, to simply press Ⓑ when you're near the weed, and manually tug it out of the ground.



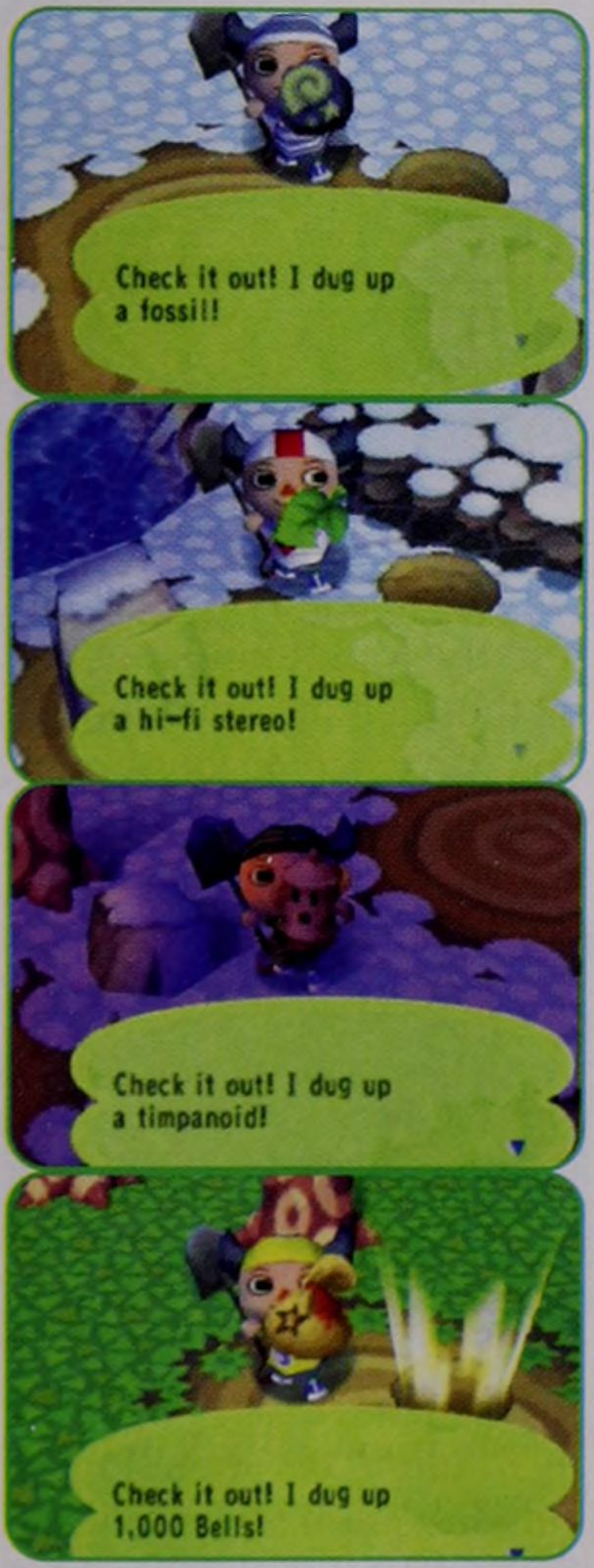
Digging leaves a hole. Fill that hole in if you want your town's rating to be high. You can also fall into holes or cracks in the ground (and have to pull yourself out), so be careful.



You can also dig up tree stumps from woodland you have cut down with an Axe. Dig up the stump, and it disappears. This makes the landscape neater and adds to your town's appeal.



Aside from simply digging in the earth, look for cracks and golden light. See the two examples in the pictures above? Look for these.



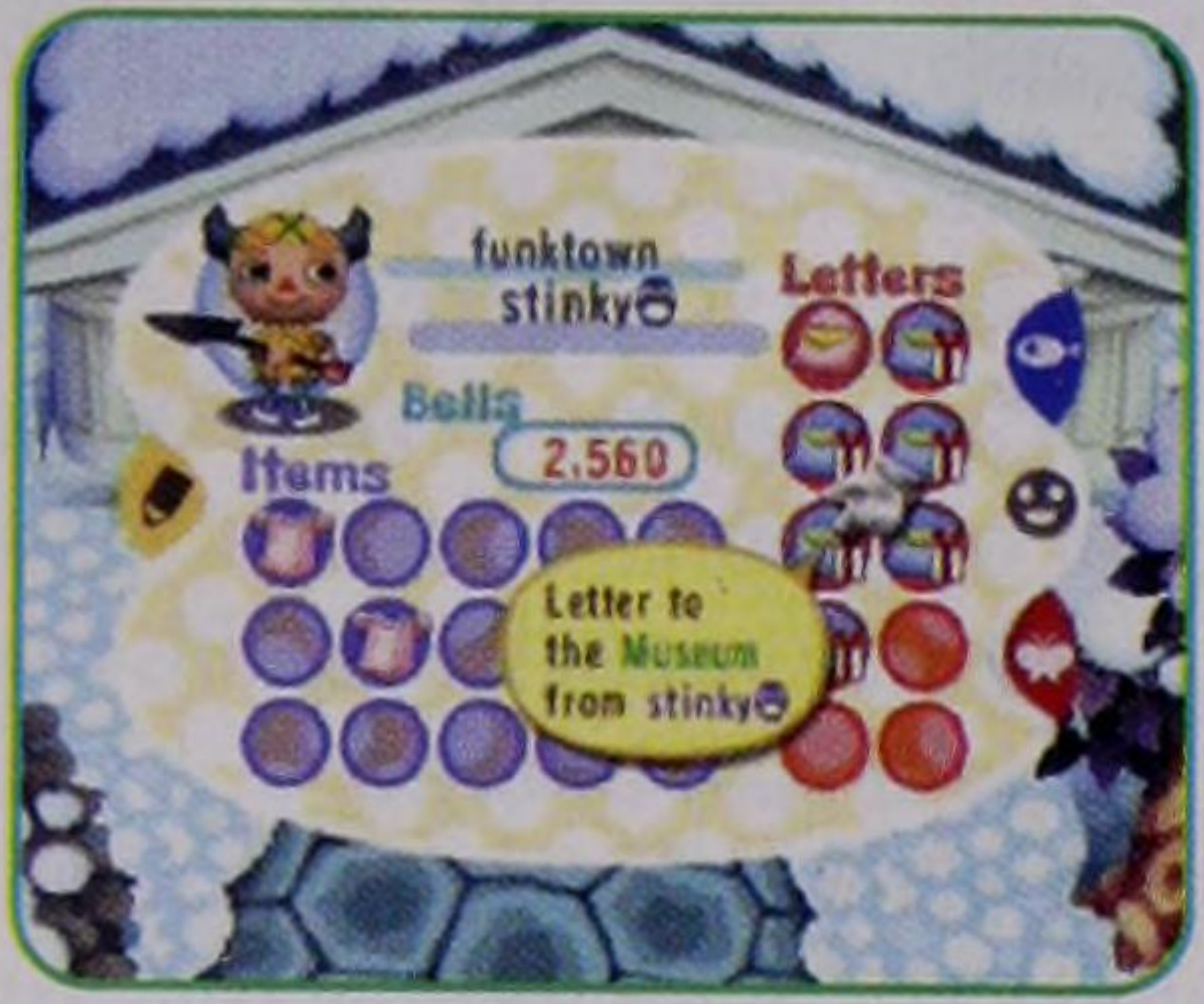
Check it out! I dug up a fossil!

Check it out! I dug up a hi-fi stereo!

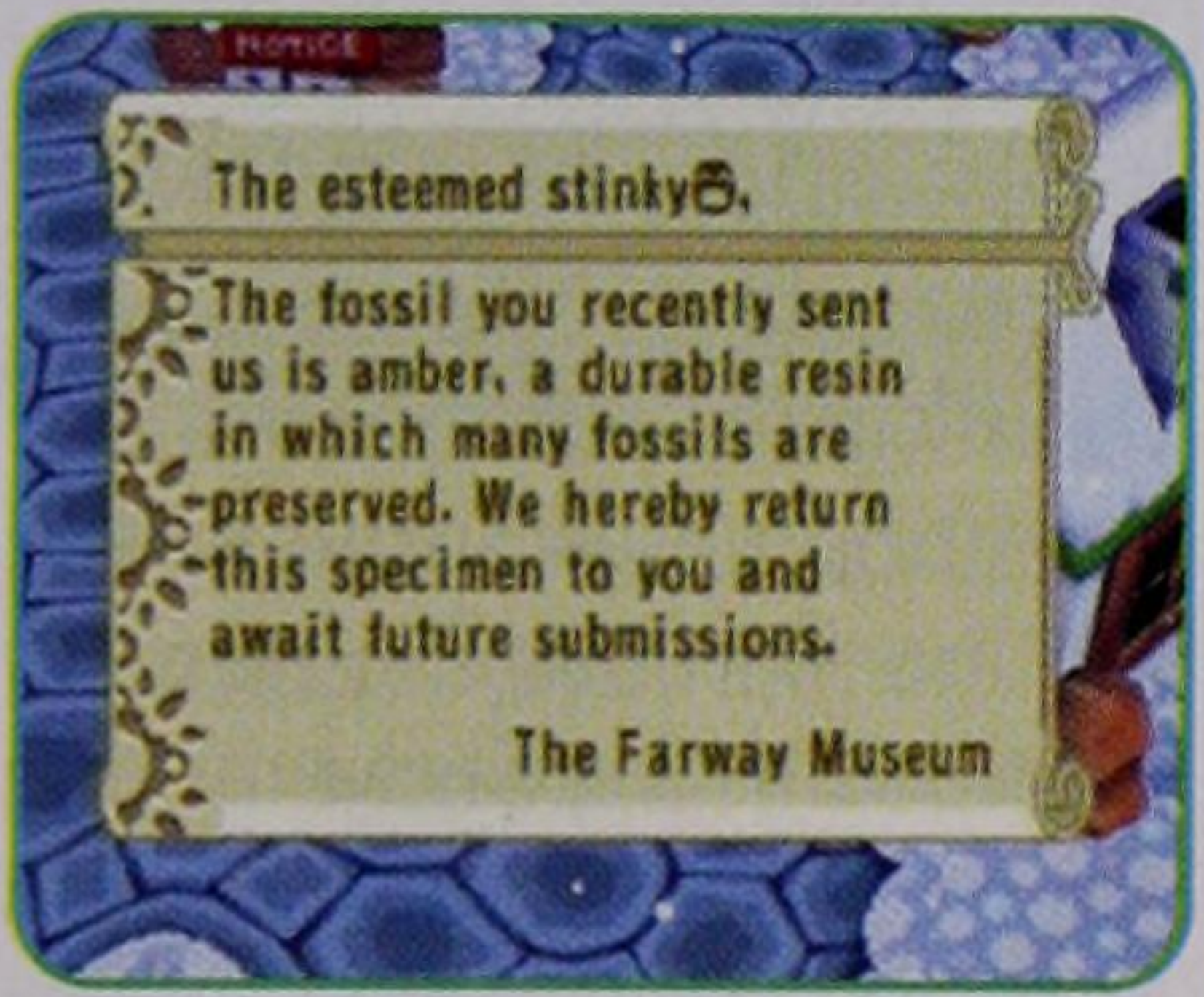
Check it out! I dug up a timpanoid!

Check it out! I dug up 1,000 Bells!

The pictures above show what you can dig out of the ground, in random locations around town, that appear each time you play. From cracks, you can find Fossils, furniture, and Gyroids. From golden light in the ground, you always find money—usually 1,000 Bells, sometimes 10,000 Bells, and occasionally 30,000 Bells!



When you find a Fossil, first talk to Blathers in your town's Museum. Write a letter to the Faraway Museum, and attach the Fossil as a present.



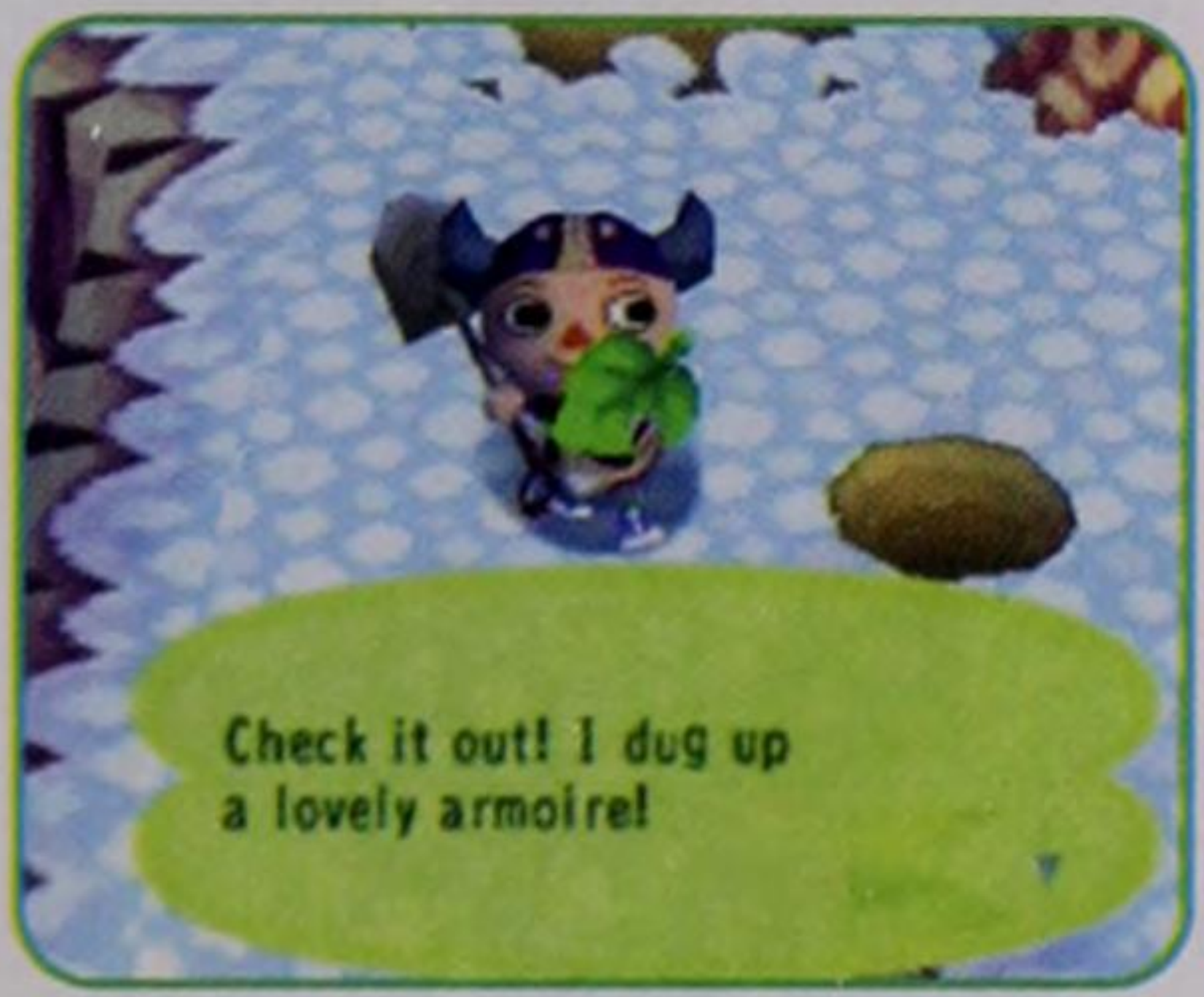
NOTICE

The esteemed stinky.

The fossil you recently sent us is amber, a durable resin in which many fossils are preserved. We hereby return this specimen to you and await future submissions.

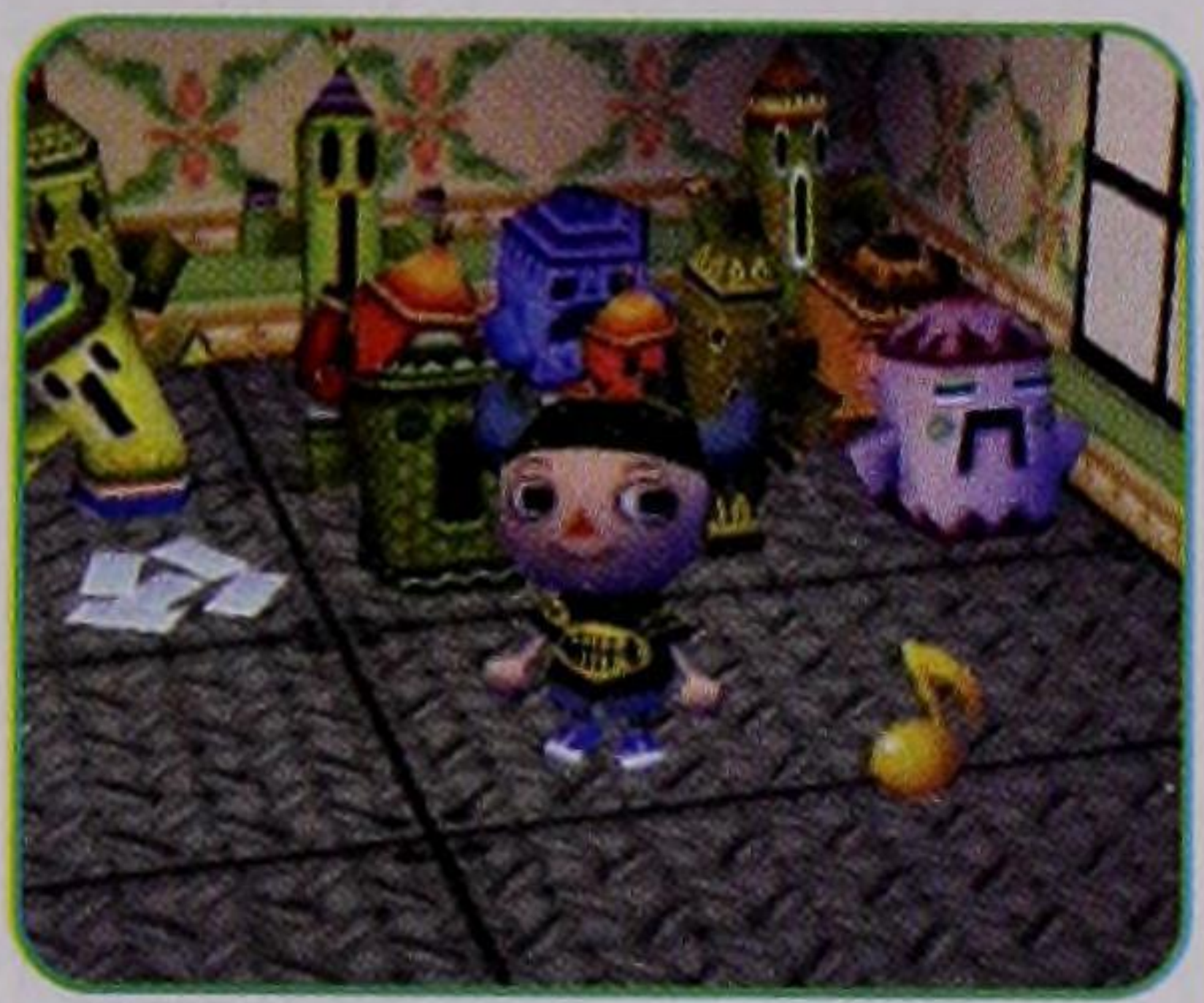
The Farway Museum

The next day, the Farway Museum returns the Fossil, cleaned and identified. Now you can donate it to the Museum in your (or another) town, or sell it to Tom Nook, or trade it with a friend.

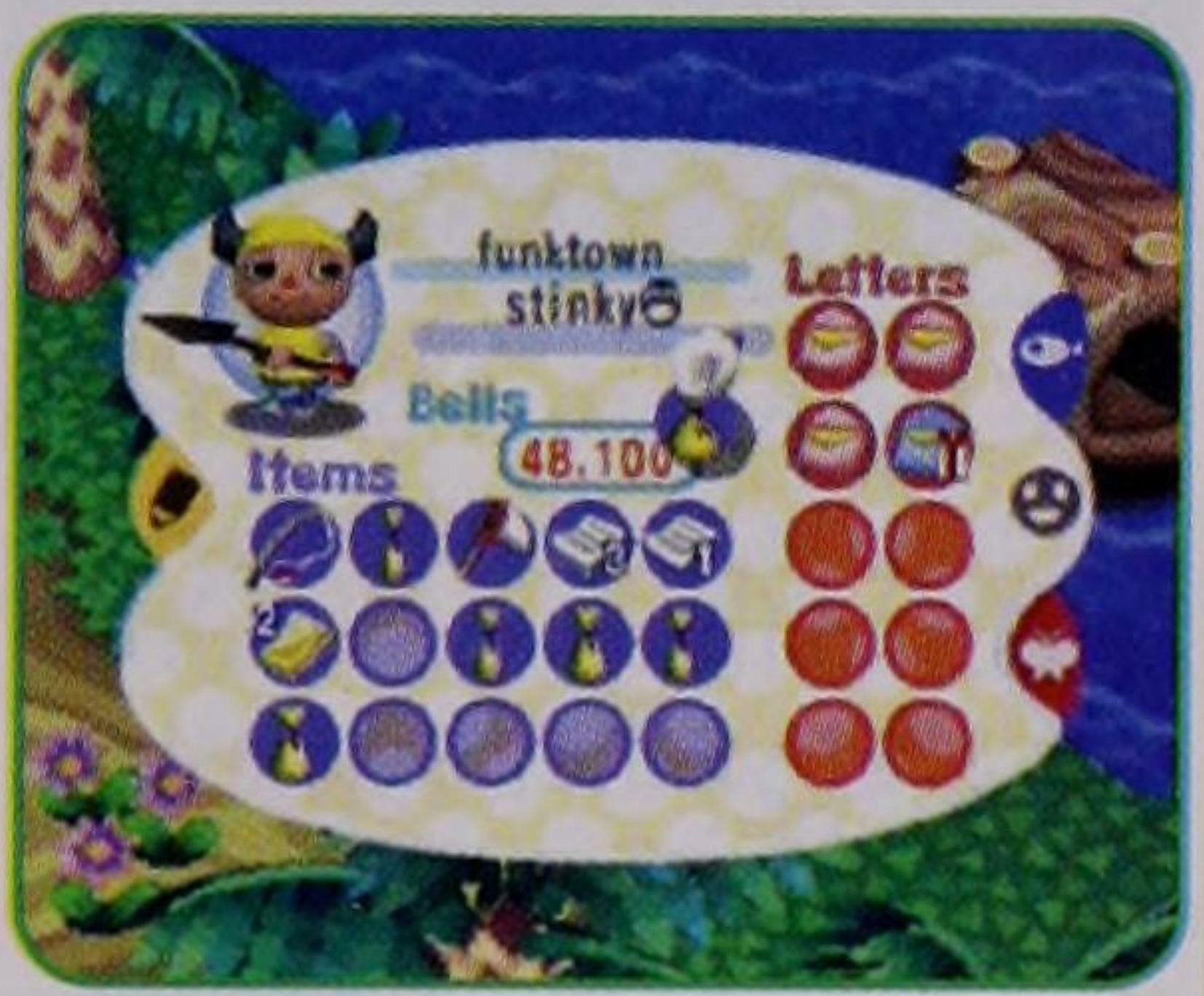


Check it out! I dug up a lovely armoire!

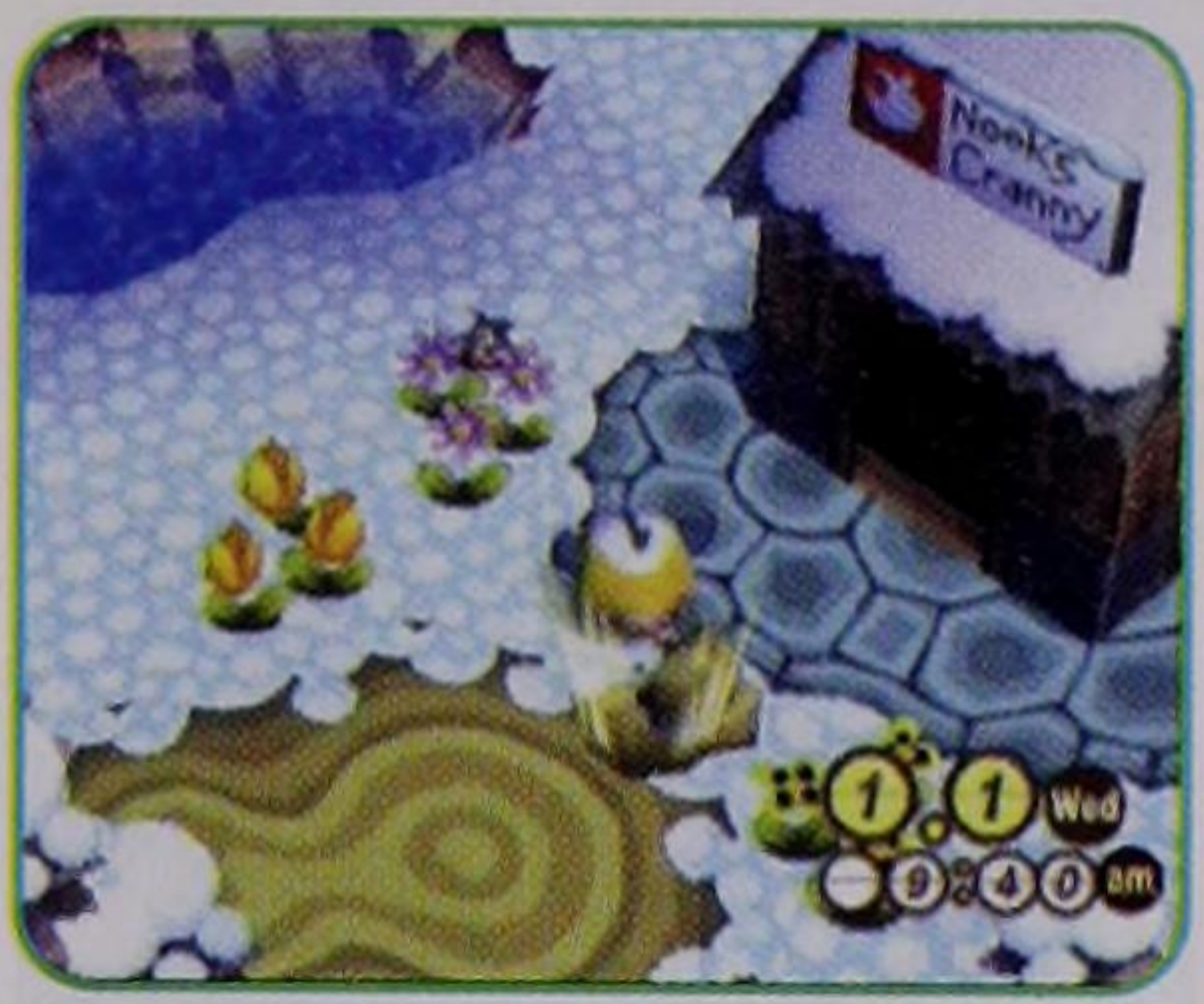
When you dig a piece of furniture out of the ground, usually after finding it as part of a treasure hunt, you can either sell it to Tom Nook or your friends or keep it in the house. Check its value by locating its name in the checklist at the back of this book—this may be a Lucky or colorful item!



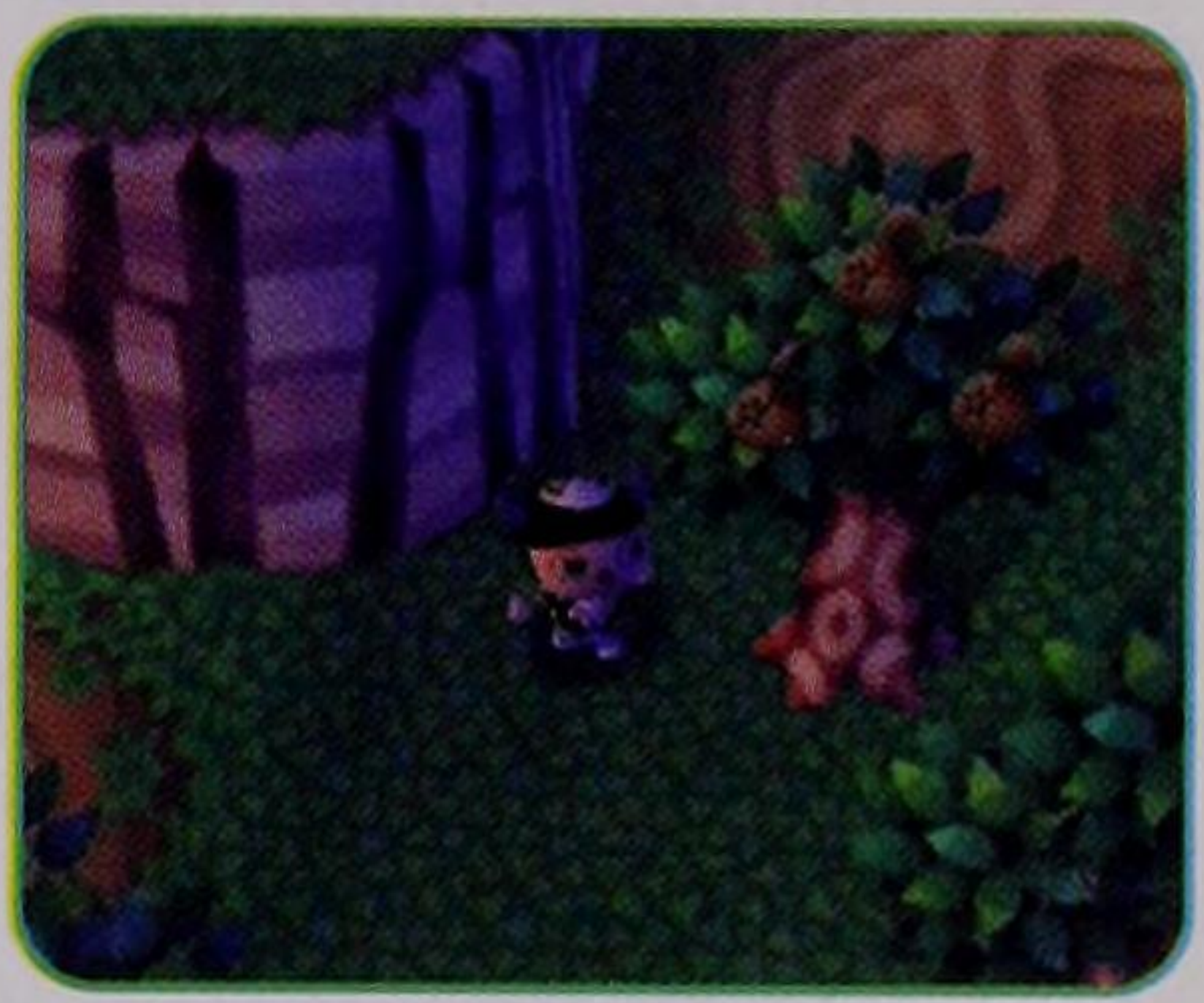
Gyroids are clay funeral figures from a long-disappeared world. Some are now caretakers for homes. However, the Gyroids you dig up are musical Gyroids. Place similarly colored Gyroids in your home for loads of different clanking noises! These guys are cool!



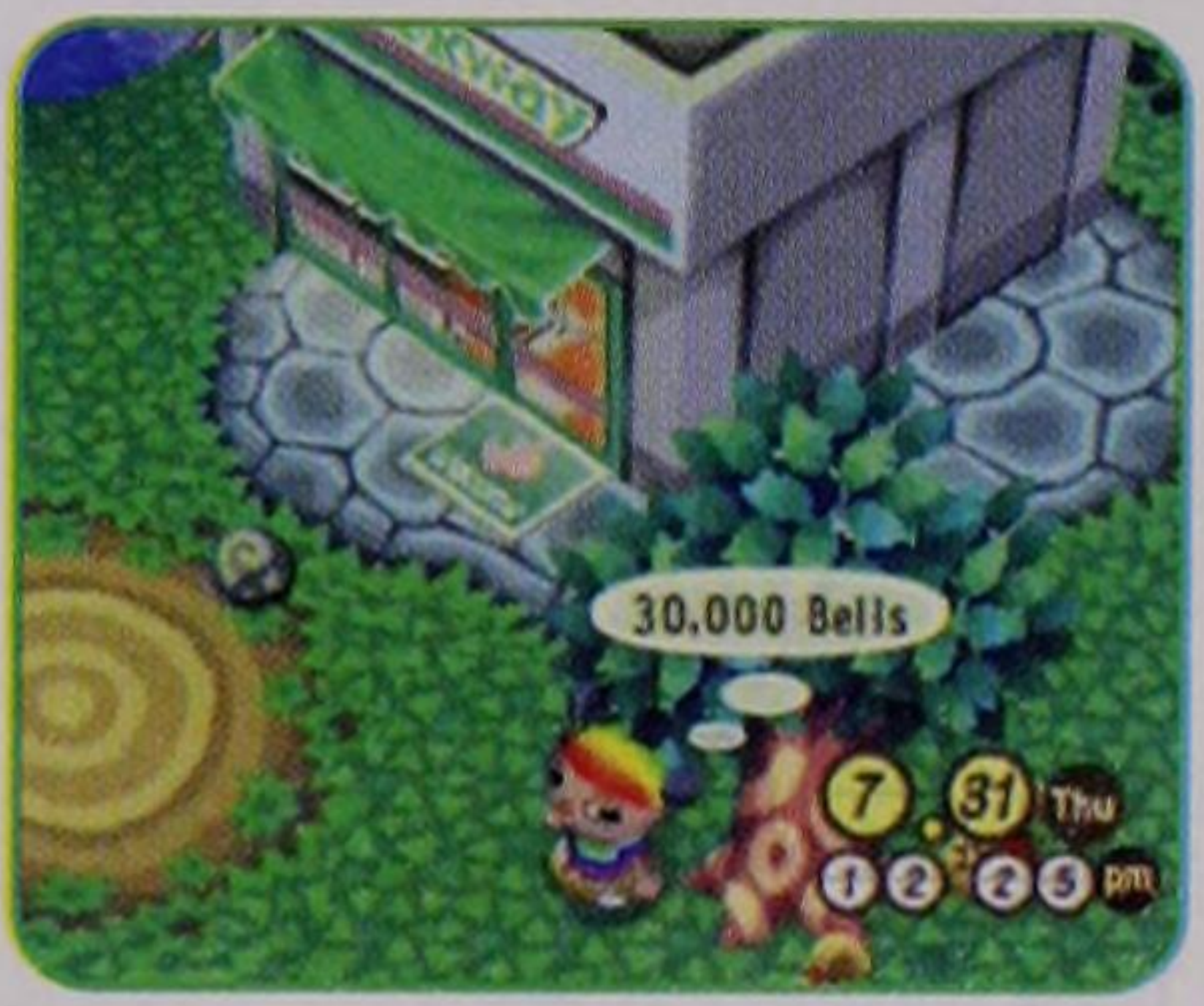
Finally, comes the cash! When you grab a bag of Bells, open your inventory and drop the cash into your total to free up a space.



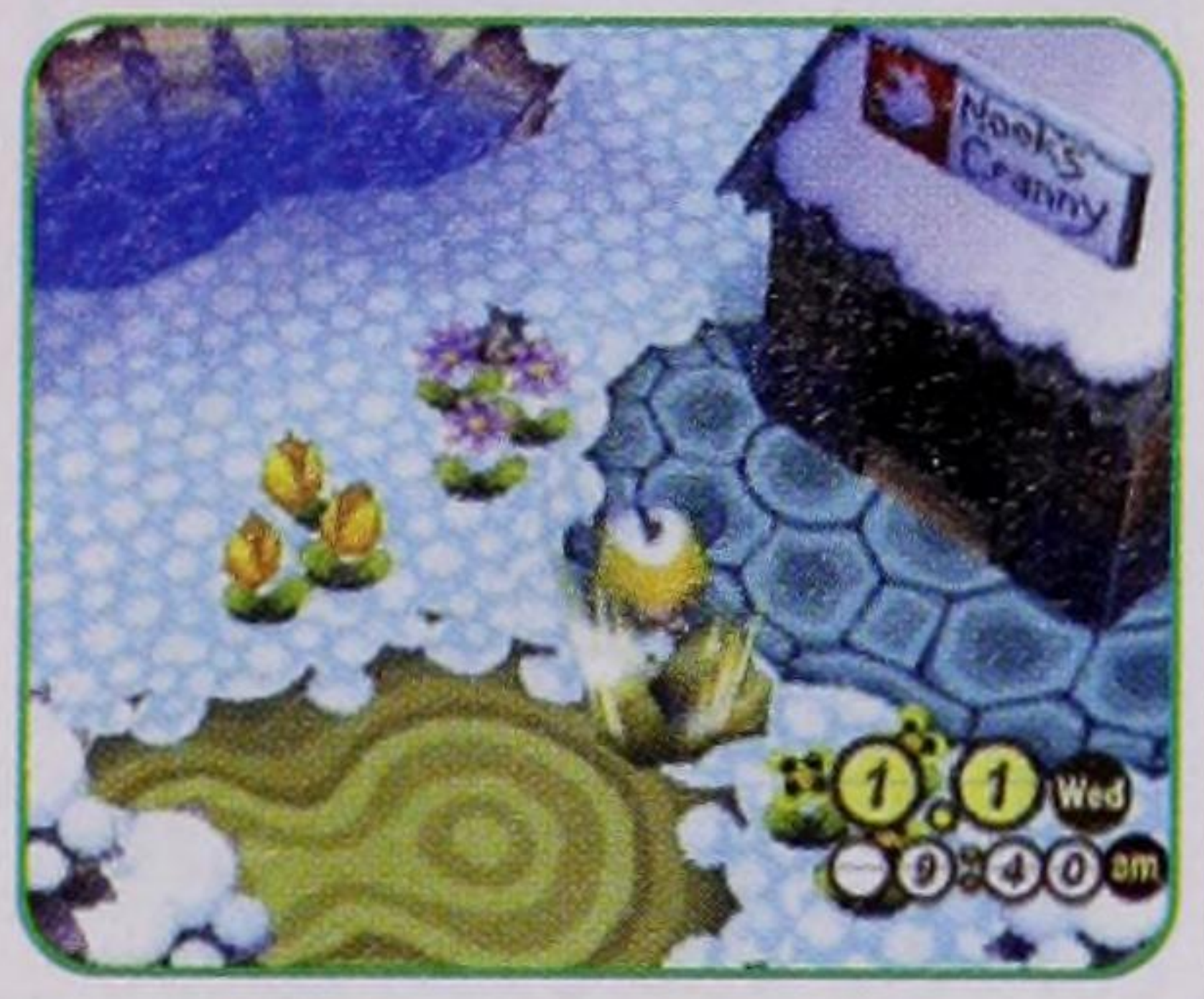
Now there's the ground with the golden rays coming out from it. You can ignore or cover up the ground, and the rays disappear. Or, you can take a chance!



Bury a bag of Bells (1,000, 10,000, or 30,000) into the ground where the light is shining, and out pops a sapling! If you wait four days, the sapling should turn into a money tree, unless it's too near water, other trees, or dirty ground.



If the tree succeeds in growing big, it produces three bags of money of the same value as the one you buried! So a 30,000 Bell money tree yields 90,000 Bells in three sacks! That's 60,000 profit! But only if the tree grows.



Finally, you can bury a Shovel where golden light appears (you need two Shovels—one to dig, and one to bury!). Four days later, the tree blossoms into a Shovel tree with three Golden Shovels! Dig with these and you find money more easily! Plus you have two spares to sell or give to your friends!

1.16 Thu
9:06 am

You can also use the Shovel to dig up earth, place in trash or unwanted items, and then bury them. This is a really bad plan though, as it lowers the town's value and you'll have permanent cracks everywhere! Instead, drop rubbish at the Town Dump, or hand it to Tom Nook.

Using Your Axe

1.16 Thu
9:06 am

The next implement to buy is the Axe. However, the Axe is different because it will eventually break from use!

1.16 Thu
9:06 am

Use the Axe to chop down trees. Thick woodlands needs to have trees thinned out a bit so they are easier to get around in.

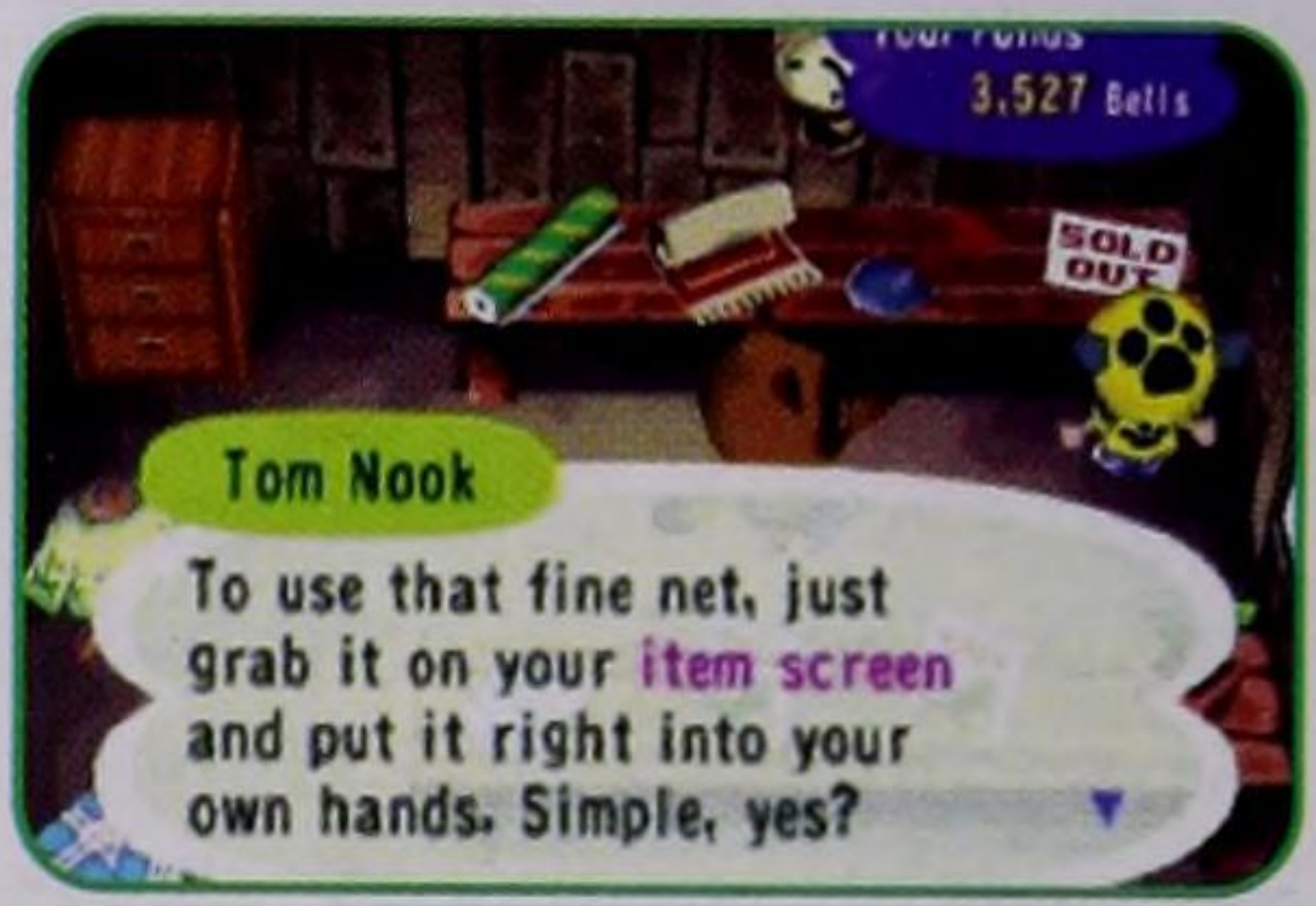
1.21 Tue
12:25 pm

A large crack in your Axe blade means it is about to shatter. It's time to buy a new Axe. An Axe can shatter when chopping trees down. It takes three Axe strikes to cut down a big tree, and two for a smaller one.

You can also swing your Axe at rocks! There's no quicker way to ruin an Axe, but occasionally (and randomly) a rock may flash red and split open, revealing money or an Insect!

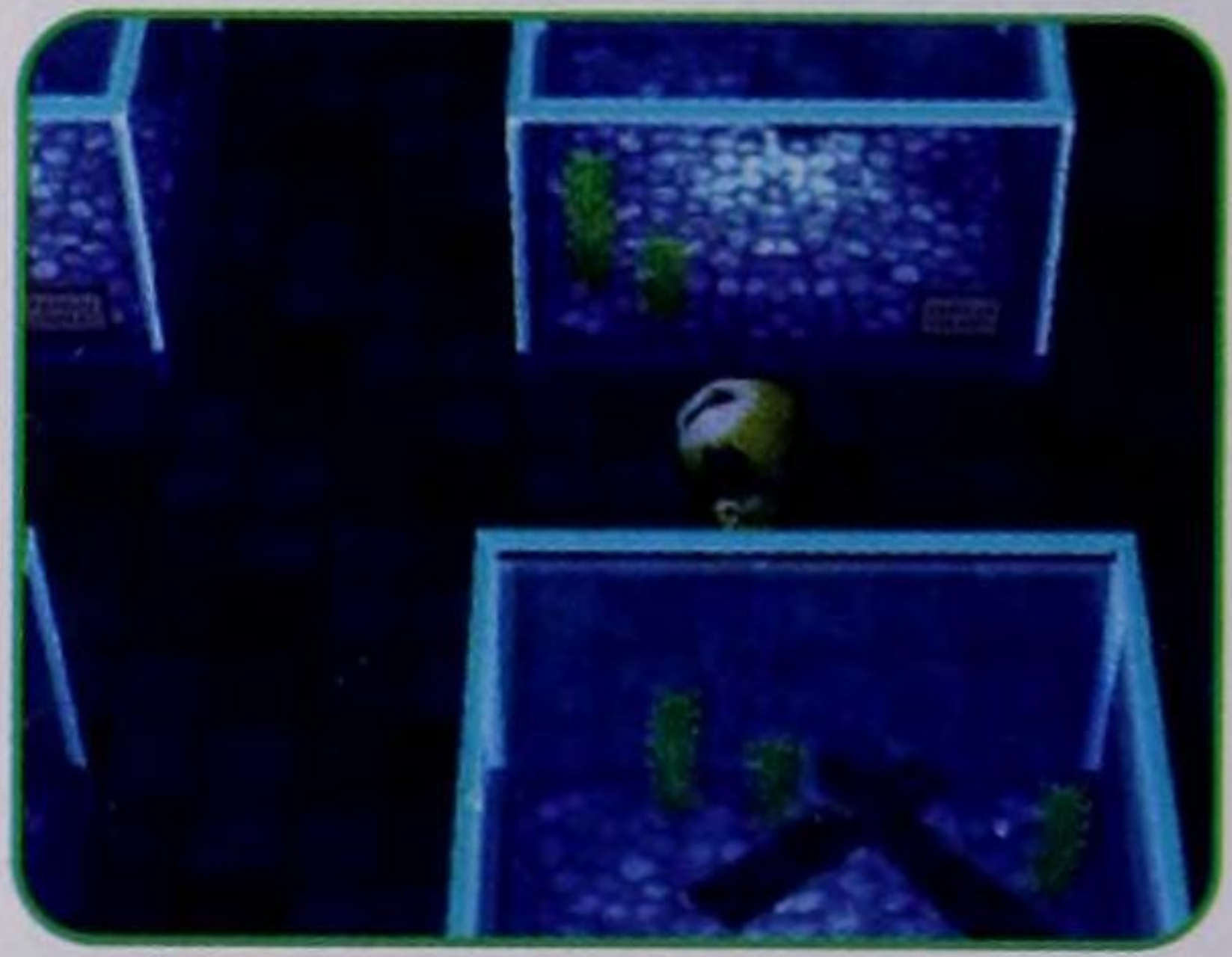
Finally, always bring both your Shovel and Axe. After you chop down a tree with the Axe, remove the tree stump with the Shovel. Keep your town's condition as "best" for an entire week and you get awarded the fabulous Golden Axe! There is only one per town, so be the first to get it. This Axe never breaks—and even slices rocks open!

Using Your Fishing Rod



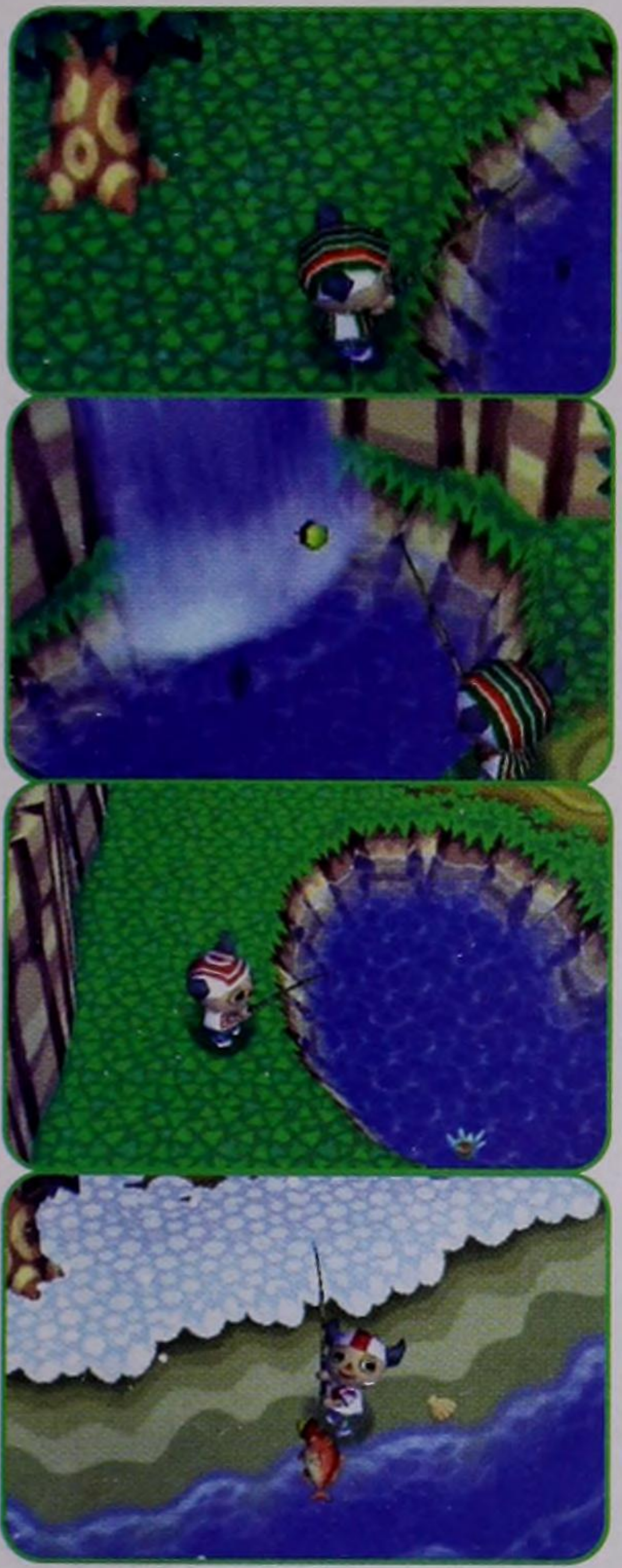
Tom Nook
To use that fine net, just grab it on your item screen and put it right into your own hands. Simple, yes?

The Fishing Rod is used to catch Fish.



Buy the Fishing Rod from Tom Nook, and then go into the Museum to look at all those empty aquariums. You can catch 40 kinds of Fish and donate them.

If you don't want to donate a Fish, throw it back in the water, sell it to Tom Nook, give it to a friend who needs a certain type of Fish, or keep the Fish in your house. If you drop a Fish in your home, a fish tank automatically appears with your Fish swimming in it.

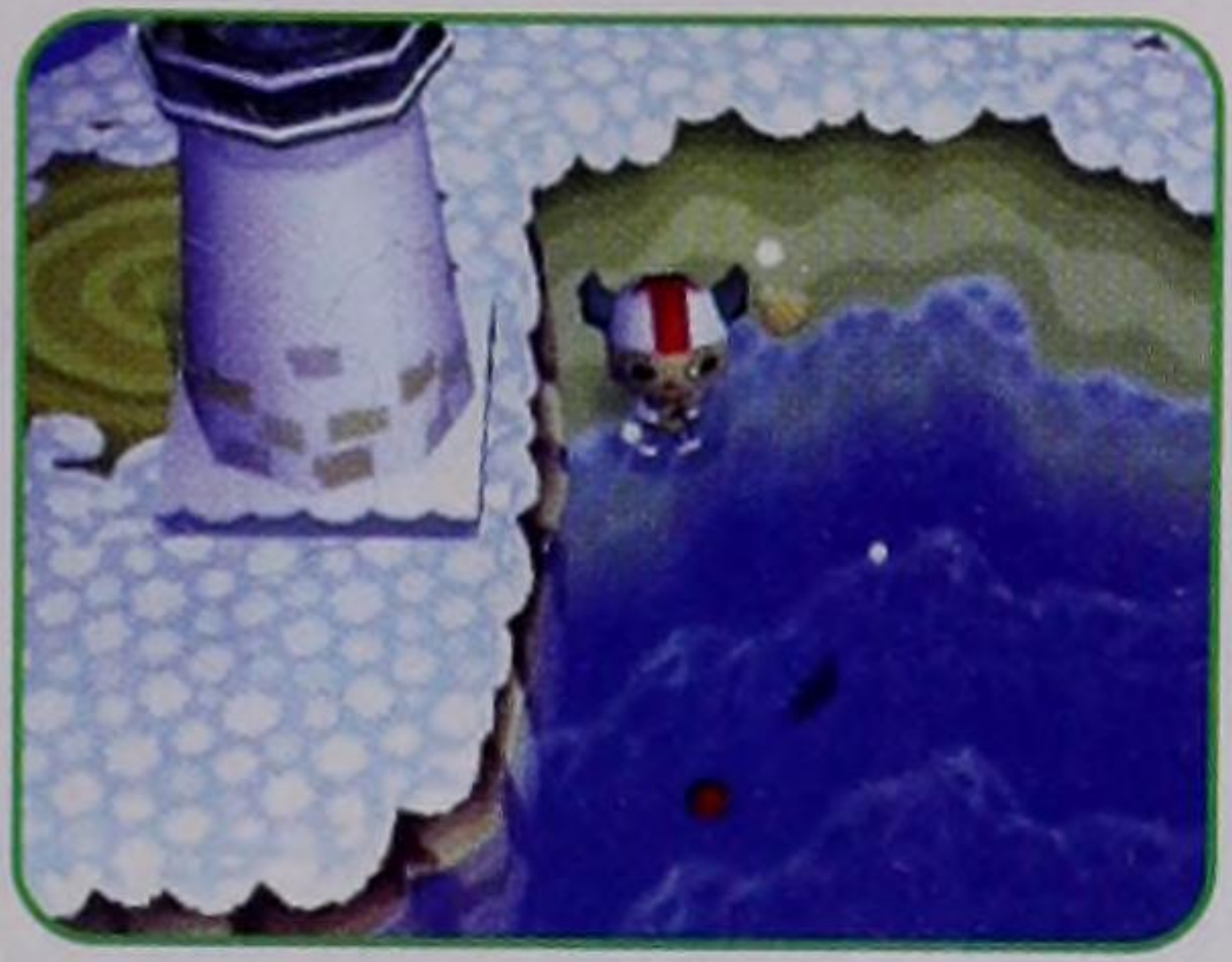


There are four main fishing spots: on the river bank, by the waterfall, on a pond, or by the ocean. The type of Fish changes with the area (red snappers are usually caught in the ocean, for example). If you aren't finding the Fish you need, move to another area, like those shown above.

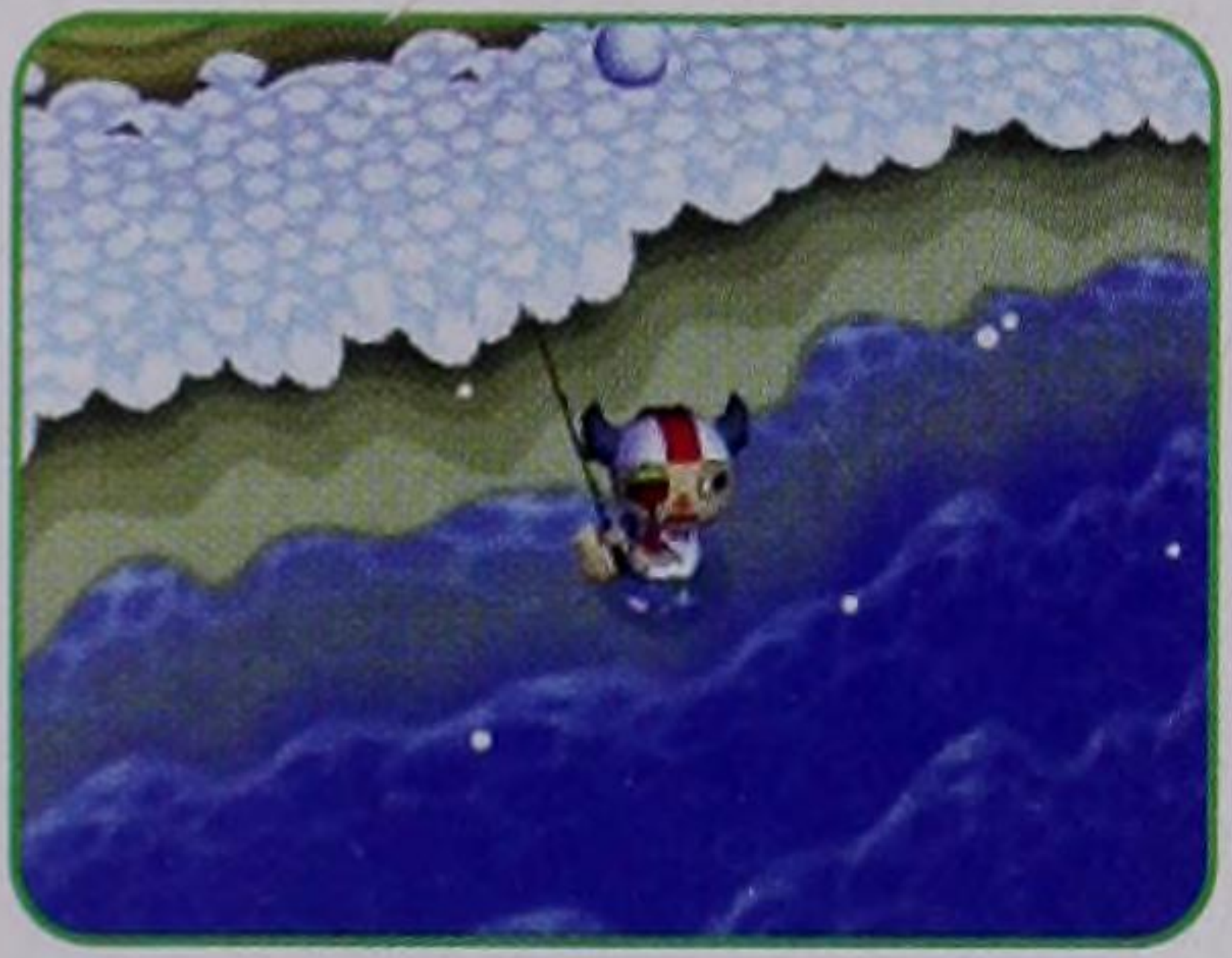
I caught a bass!

If I can catch a drummer, maybe I'll form a band!

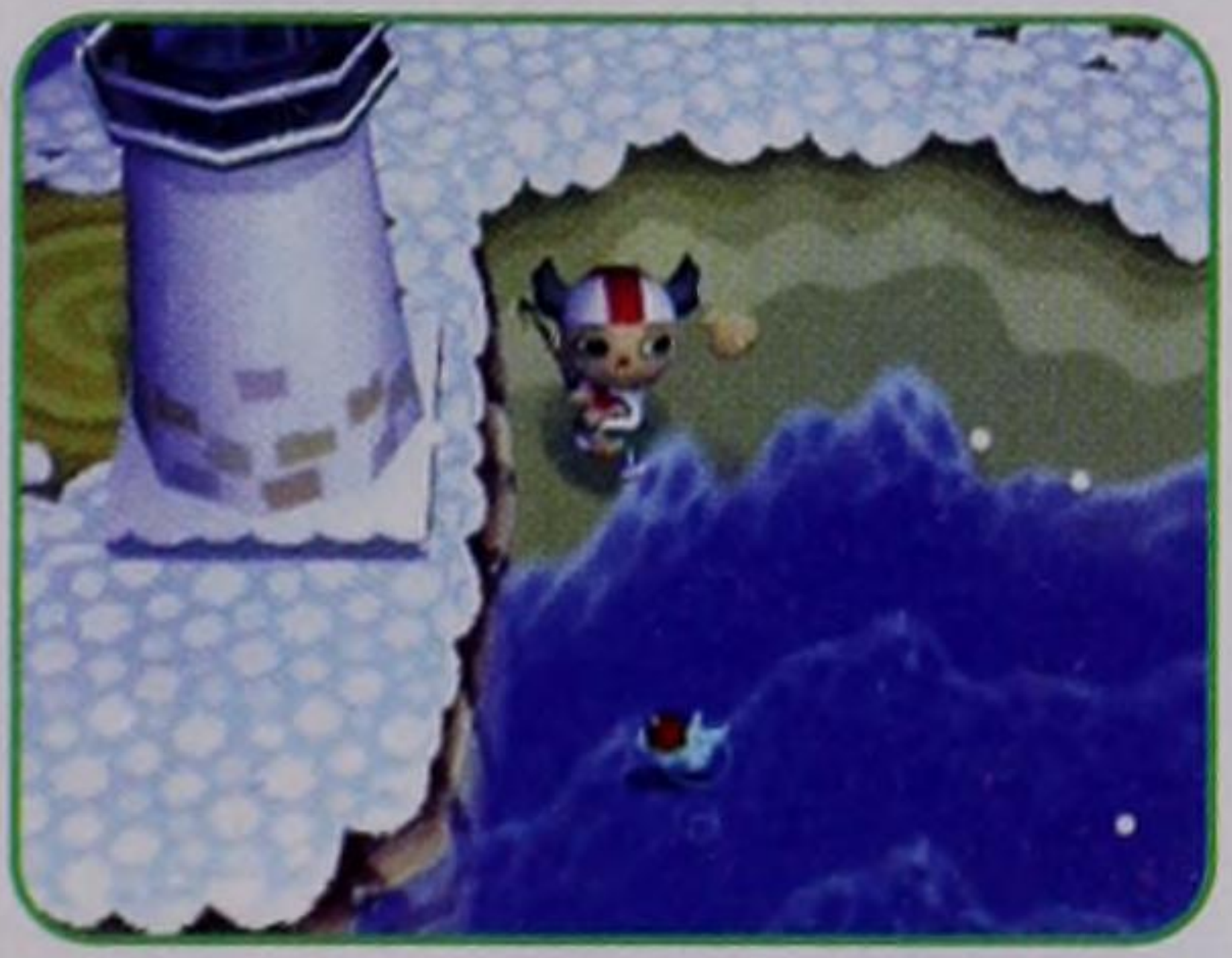
The time of year and day also affect the number and type of Fish you catch. This is why there is a comprehensive Fish List, detailing the time of day and year to best capture a Fish you want!



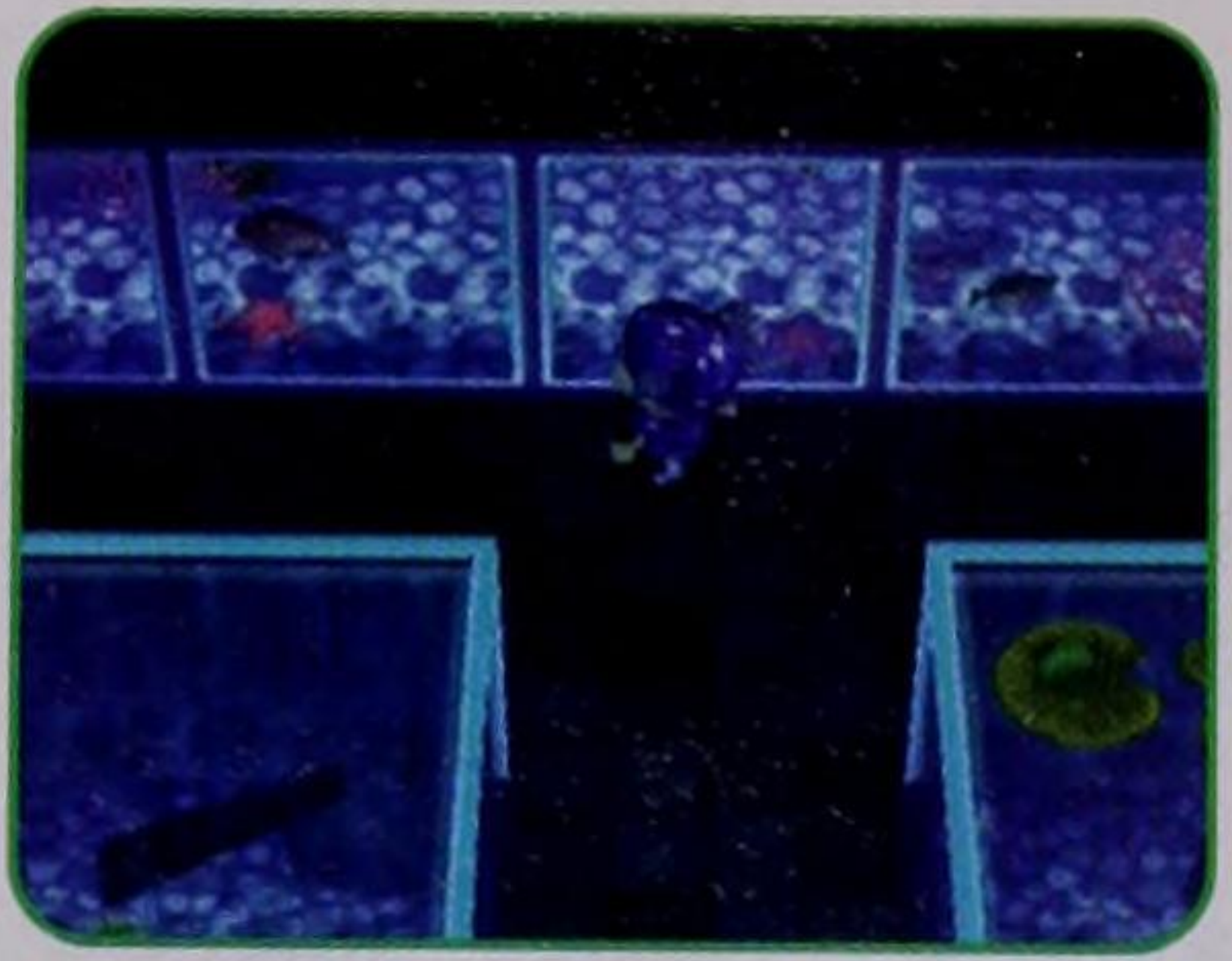
Here's how to capture a Fish. First, look for a dark Fish shadow, and watch which way the Fish is pointing. Cast your line so it drops a few feet from the Fish's head and floats toward it. You automatically move as the bait floats along the water.



If your Fish disappears, that means you rushed in and scared it, or yanked the bait back before the Fish chomped on it! Move away, then come back a couple of minutes later, and the Fish should be back.



Wait for the Fish to grab the bait. It will struggle and pull the bait under. Reel the Fish in when this happens! It could go for the bait instantly, or after some thrashing, so time your Ⓐ press well!



It's going to take a while to capture all 40 Fish, but if you do, a Fish weathervane appears on top of your house, and you receive a Golden Fishing Rod from Tortimer in the mail! This makes it easier to catch Fish, so keep it, or give it to a friend who needs it!

Finally, try a little fishing over at the Tropical Island, as the weather is constantly sunny and summery, even when it's January and cold back in your town. All of the Fish from June through August are randomly available.

The Fish List

Below is a list of all the Fish to be found in the game, the time when they appear, and the months they are likely to appear. Good luck!

Legend

☒ **= *Not available***

🟪 **= *Seen all the time***

🟦 **= *Seen frequently***

🟥 **= *Seen infrequently***

🟩 **= *Seen rarely***

Morning = 04:00-08:59

Day = 09:00-15:59

Evening = 16:00-20:59

Night = 21:00-03:59

January

Name of Fish	Morning	Day	Evening	Night
#1 Crucian Carp	🟥	🟥	🟥	🟥
#2 Brook Trout	🟥	🟥	🟥	🟥
#3 Carp	🟩	🟩	🟩	🟩
#4 Koi	🟩	☒	🟩	🟩
#5 Barbel Steel	🟥	🟥	🟥	🟦
#6 Dace	🟥	☒	🟥	🟦
#7 Catfish	☒	☒	☒	☒
#8 Giant Catfish	☒	☒	☒	☒
#9 Pale Chub	☒	🟥	☒	☒
#10 Bitterling	🟦	🟦	🟦	🟦
#11 Loach	☒	☒	☒	☒
#12 Bluegill	☒	🟩	☒	☒
#13 Small Bass	🟩	🟩	🟩	🟩
#14 Bass	🟩	🟩	🟩	🟩
#15 Large Bass	🟩	🟩	🟩	🟩
#16 Giant Snakehead	☒	☒	☒	☒
#17 Eel	☒	☒	☒	☒
#18 Freshwater Goby	🟩	🟩	🟩	🟩
#19 Pond Smelt	🟪	🟪	🟪	🟪
#20 Sweet Fish	☒	☒	☒	☒
#21 Cherry Salmon	☒	☒	☒	☒
#22 Rainbow Trout	☒	☒	☒	☒
#23 Large Char	☒	☒	☒	☒
#24 Stringfish	🟩	☒	🟩	🟩
#25 Salmon	☒	☒	☒	☒
#26 Goldfish	🟩	🟩	🟩	🟩
#27 Popeyed Goldfish	☒	🟩	☒	☒
#28 Guppy	☒	☒	☒	☒
#29 Angelfish	☒	☒	☒	☒
#30 Piranha	☒	☒	☒	☒
#31 Arowana	☒	☒	☒	☒
#32 Coelacanth	🟥	☒	🟥	🟥
#33 Crawfish	☒	☒	☒	☒
#34 Frog	☒	☒	☒	☒
#35 Killifish	☒	☒	☒	☒
#36 Jellyfish	☒	☒	☒	☒
#37 Sea Bass	🟦	🟦	🟦	🟦
#38 Red Snapper	🟩	🟩	🟩	🟩
#39 Barred Knifejaw	☒	☒	☒	☒
#40 Arapaima	☒	☒	☒	☒

February

Name of Fish	Morning	Day	Evening	Night
#1 Crucian Carp	🟥	🟥	🟥	🟥
#2 Brook Trout	🟥	🟥	🟥	🟥
#3 Carp	🟩	🟩	🟩	🟩
#4 Koi	🟩	🟩	☒	🟩
#5 Barbel Steel	🟥	🟥	🟥	🟦
#6 Dace	🟥	☒	🟥	🟦
#7 Catfish	☒	☒	☒	☒
#8 Giant Catfish	☒	☒	☒	☒
#9 Pale Chub	☒	🟥	☒	☒
#10 Bitterling	🟦	🟦	🟦	🟦
#11 Loach	☒	☒	☒	☒
#12 Bluegill	☒	🟩	☒	☒
#13 Small Bass	🟩	🟩	🟩	🟩
#14 Bass	🟩	🟩	🟩	🟩
#15 Large Bass	🟩	🟩	🟩	🟩
#16 Giant Snakehead	☒	☒	☒	☒
#17 Eel	☒	☒	☒	☒
#18 Freshwater Goby	🟩	🟩	🟩	🟩
#19 Pond Smelt	🟪	🟪	🟪	🟪
#20 Sweet Fish	☒	☒	☒	☒
#21 Cherry Salmon	☒	☒	☒	☒
#22 Rainbow Trout	☒	☒	☒	☒
#23 Large Char	☒	☒	☒	☒
#24 Stringfish	🟩	☒	🟩	🟩
#25 Salmon	☒	☒	☒	☒
#26 Goldfish	🟩	🟩	🟩	🟩
#27 Popeyed Goldfish	☒	🟩	☒	☒
#28 Guppy	☒	☒	☒	☒
#29 Angelfish	☒	☒	☒	☒
#30 Piranha	☒	☒	☒	☒
#31 Arowana	☒	☒	☒	☒
#32 Coelacanth	🟥	☒	🟥	🟥
#33 Crawfish	☒	☒	☒	☒
#34 Frog	☒	☒	☒	☒
#35 Killifish	☒	☒	☒	☒
#36 Jellyfish	☒	☒	☒	☒
#37 Sea Bass	🟦	🟦	🟦	🟦
#38 Red Snapper	🟩	🟩	🟩	🟩
#39 Barred Knifejaw	☒	☒	☒	☒
#40 Arapaima	☒	☒	☒	☒

March

Name of Fish	Morning	Day	Evening	Night
#1 Crucian Carp	🟥	🟦	🟥	🟦
#2 Brook Trout	🟥	🟦	🟥	🟥
#3 Carp	🟩	🟩	🟩	🟩
#4 Koi	🟩	🟩	❌	🟩
#5 Barbel Steel	🟥	🟥	🟥	🟦
#6 Dace	🟥	❌	🟥	🟦
#7 Catfish	❌	❌	❌	❌
#8 Giant Catfish	❌	❌	❌	❌
#9 Pale Chub	❌	❌	❌	❌
#10 Bitterling	❌	❌	❌	❌
#11 Loach	🟦	🟪	🟦	🟦
#12 Bluegill	❌	🟩	❌	❌
#13 Small Bass	🟩	🟩	🟩	🟩
#14 Bass	🟩	🟩	🟩	🟩
#15 Large Bass	🟩	🟩	🟩	🟩
#16 Giant Snakehead	❌	❌	❌	❌
#17 Eel	❌	❌	❌	❌
#18 Freshwater Goby	🟩	🟩	🟩	🟩
#19 Pond Smelt	❌	❌	❌	❌
#20 Sweet Fish	❌	❌	❌	❌
#21 Cherry Salmon	🟥	❌	🟥	❌
#22 Rainbow Trout	🟥	❌	🟥	❌
#23 Large Char	🟥	❌	🟥	❌
#24 Stringfish	❌	❌	❌	❌
#25 Salmon	❌	❌	❌	❌
#26 Goldfish	🟩	🟩	🟩	🟩
#27 Popeyed Goldfish	❌	🟩	❌	❌
#28 Guppy	❌	❌	❌	❌
#29 Angelfish	❌	❌	❌	❌
#30 Piranha	❌	❌	❌	❌
#31 Arowana	❌	❌	❌	❌
#32 Coelacanth	🟥	❌	🟥	🟥
#33 Crawfish	❌	❌	❌	❌
#34 Frog	❌	❌	❌	❌
#35 Killifish	❌	❌	❌	❌
#36 Jellyfish	❌	❌	❌	❌
#37 Sea Bass	🟦	🟦	🟦	🟦
#38 Red Snapper	🟥	🟥	🟥	🟥
#39 Barred Knifejaw	🟥	🟥	🟥	🟥
#40 Arapaima	❌	❌	❌	❌

April

Name of Fish	Morning	Day	Evening	Night
#1 Crucian Carp	🟥	🟦	🟥	🟦
#2 Brook Trout	🟥	🟦	🟥	🟥
#3 Carp	🟦	🟩	🟦	🟦
#4 Koi	🟩	🟩	❌	🟩
#5 Barbel Steel	🟥	🟥	🟥	🟦
#6 Dace	🟥	❌	🟥	🟦
#7 Catfish	❌	❌	❌	❌
#8 Giant Catfish	❌	❌	❌	❌
#9 Pale Chub	❌	🟥	❌	❌
#10 Bitterling	❌	❌	❌	❌
#11 Loach	🟥	🟦	🟥	🟥
#12 Bluegill	❌	🟩	❌	❌
#13 Small Bass	🟥	🟥	🟥	🟥
#14 Bass	🟩	🟩	🟩	🟩
#15 Large Bass	🟩	🟩	🟩	🟩
#16 Giant Snakehead	❌	❌	❌	❌
#17 Eel	❌	❌	❌	❌
#18 Freshwater Goby	🟩	🟩	🟩	🟩
#19 Pond Smelt	❌	❌	❌	❌
#20 Sweet Fish	❌	❌	❌	❌
#21 Cherry Salmon	🟥	❌	🟥	❌
#22 Rainbow Trout	🟥	❌	🟥	❌
#23 Large Char	🟥	❌	🟥	❌
#24 Stringfish	❌	❌	❌	❌
#25 Salmon	❌	❌	❌	❌
#26 Goldfish	🟩	🟩	🟩	🟩
#27 Popeyed Goldfish	❌	🟩	❌	❌
#28 Guppy	❌	🟩	❌	❌
#29 Angelfish	❌	❌	❌	❌
#30 Piranha	❌	❌	❌	❌
#31 Arowana	❌	❌	❌	❌
#32 Coelacanth	🟥	❌	🟥	🟥
#33 Crawfish	🟦	🟦	🟦	🟦
#34 Frog	❌	❌	❌	❌
#35 Killifish	🟩	🟩	🟩	🟩
#36 Jellyfish	❌	❌	❌	❌
#37 Sea Bass	🟦	🟦	🟦	🟦
#38 Red Snapper	🟦	🟦	🟦	🟦
#39 Barred Knifejaw	🟥	🟥	🟥	🟥
#40 Arapaima	❌	❌	❌	❌

May

Name of Fish	Morning	Day	Evening	Night
#1 Crucian Carp	🟥	🟦	🟥	🟦
#2 Brook Trout	🟥	🟦	🟥	🟥
#3 Carp	🟦	🟩	🟦	🟦
#4 Koi	🟩	🟩	✖	🟩
#5 Barbel Steel	🟩	🟥	🟩	🟥
#6 Dace	🟥	✖	🟥	🟥
#7 Catfish	🟩	✖	🟩	🟥
#8 Giant Catfish	✖	✖	✖	✖
#9 Pale Chub	✖	🟥	✖	✖
#10 Bitterling	✖	✖	✖	✖
#11 Loach	🟩	🟥	🟩	🟩
#12 Bluegill	✖	🟥	✖	✖
#13 Small Bass	🟥	🟦	🟥	🟥
#14 Bass	🟦	🟥	🟦	🟦
#15 Large Bass	🟥	🟩	🟥	🟥
#16 Giant Snakehead	✖	✖	✖	✖
#17 Eel	✖	✖	✖	✖
#18 Freshwater Goby	🟩	🟩	🟩	🟩
#19 Pond Smelt	✖	✖	✖	✖
#20 Sweet Fish	✖	✖	✖	✖
#21 Cherry Salmon	🟥	✖	🟥	✖
#22 Rainbow Trout	🟥	✖	🟥	✖
#23 Large Char	🟥	✖	🟥	✖
#24 Stringfish	✖	✖	✖	✖
#25 Salmon	✖	✖	✖	✖
#26 Goldfish	🟩	🟩	🟩	🟩
#27 Popeyed Goldfish	✖	🟩	✖	✖
#28 Guppy	✖	🟩	✖	✖
#29 Angelfish	🟩	✖	🟩	🟩
#30 Piranha	✖	✖	✖	✖
#31 Arowana	✖	✖	✖	✖
#32 Coelacanth	🟥	✖	🟥	🟥
#33 Crawfish	🟦	🟦	🟦	🟦
#34 Frog	🟦	🟦	🟦	🟦
#35 Killifish	🟩	🟩	🟩	🟩
#36 Jellyfish	✖	✖	✖	✖
#37 Sea Bass	🟦	🟦	🟦	🟦
#38 Red Snapper	🟦	🟦	🟦	🟦
#39 Barred Knifejaw	🟥	🟥	🟥	🟥
#40 Arapaima	✖	✖	✖	✖

June

Name of Fish	Morning	Day	Evening	Night
#1 Crucian Carp	🟥	🟦	🟥	🟥
#2 Brook Trout	🟥	🟦	🟥	🟥
#3 Carp	🟦	🟩	🟦	🟥
#4 Koi	🟩	🟩	✖	🟩
#5 Barbel Steel	🟩	🟥	🟩	🟥
#6 Dace	🟩	✖	🟩	🟩
#7 Catfish	🟥	✖	🟥	🟪
#8 Giant Catfish	🟥	✖	🟥	🟥
#9 Pale Chub	✖	🟥	✖	✖
#10 Bitterling	✖	✖	✖	✖
#11 Loach	✖	✖	✖	✖
#12 Bluegill	✖	🟥	✖	✖
#13 Small Bass	🟥	🟦	🟥	🟥
#14 Bass	🟦	🟥	🟦	🟥
#15 Large Bass	🟥	🟩	🟥	🟥
#16 Giant Snakehead	✖	🟥	✖	✖
#17 Eel	🟥	✖	🟥	🟥
#18 Freshwater Goby	🟩	🟩	🟩	🟩
#19 Pond Smelt	✖	✖	✖	✖
#20 Sweet Fish	✖	✖	✖	✖
#21 Cherry Salmon	🟥	✖	🟥	✖
#22 Rainbow Trout	🟥	✖	🟥	✖
#23 Large Char	🟥	✖	🟥	✖
#24 Stringfish	✖	✖	✖	✖
#25 Salmon	✖	✖	✖	✖
#26 Goldfish	🟩	🟩	🟩	🟩
#27 Popeyed Goldfish	✖	🟩	✖	✖
#28 Guppy	✖	🟩	✖	✖
#29 Angelfish	🟩	✖	🟩	🟩
#30 Piranha	✖	🟩	✖	🟩
#31 Arowana	🟩	✖	🟩	✖
#32 Coelacanth	🟥	✖	🟥	🟥
#33 Crawfish	🟦	🟦	🟦	🟦
#34 Frog	🟦	🟦	🟦	🟦
#35 Killifish	🟩	🟩	🟩	🟩
#36 Jellyfish	✖	✖	✖	✖
#37 Sea Bass	🟦	🟦	🟦	🟦
#38 Red Snapper	🟦	🟦	🟦	🟦
#39 Barred Knifejaw	🟥	🟥	🟥	🟥
#40 Arapaima	✖	✖	✖	✖

July

Name of Fish	Morning	Day	Evening	Night
#1 Crucian Carp	🟥	🟥	🟥	🟥
#2 Brook Trout	🟥	🟥	🟥	🟥
#3 Carp	🟥	🟩	🟥	🟩
#4 Koi	🟩	🟩	☒	🟩
#5 Barbel Steel	🟩	🟥	🟩	🟥
#6 Dace	🟩	☒	🟩	🟩
#7 Catfish	🟥	☒	🟥	🟦
#8 Giant Catfish	🟥	☒	🟥	🟥
#9 Pale Chub	☒	🟥	☒	☒
#10 Bitterling	☒	☒	☒	☒
#11 Loach	☒	☒	☒	☒
#12 Bluegill	☒	🟥	☒	☒
#13 Small Bass	🟥	🟦	🟥	🟥
#14 Bass	🟦	🟥	🟦	🟦
#15 Large Bass	🟥	🟩	🟥	🟥
#16 Giant Snakehead	☒	🟥	☒	☒
#17 Eel	🟥	☒	🟥	🟦
#18 Freshwater Goby	🟩	🟩	🟩	🟩
#19 Pond Smelt	☒	☒	☒	☒
#20 Sweet Fish	🟦	🟦	🟦	🟥
#21 Cherry Salmon	☒	☒	☒	☒
#22 Rainbow Trout	☒	☒	☒	☒
#23 Large Char	☒	☒	☒	☒
#24 Stringfish	☒	☒	☒	☒
#25 Salmon	☒	☒	☒	☒
#26 Goldfish	🟩	🟩	🟩	🟩
#27 Popeyed Goldfish	☒	🟩	☒	☒
#28 Guppy	☒	🟩	☒	☒
#29 Angelfish	🟩	☒	🟩	🟩
#30 Piranha	☒	🟩	☒	🟩
#31 Arowana	🟩	☒	🟩	☒
#32 Coelacanth	🟥	☒	🟥	🟥
#33 Crawfish	🟦	🟦	🟦	🟦
#34 Frog	🟦	🟦	🟦	🟦
#35 Killifish	🟩	🟩	🟩	🟩
#36 Jellyfish	☒	☒	☒	☒
#37 Sea Bass	🟦	🟦	🟦	🟦
#38 Red Snapper	🟥	🟥	🟥	🟥
#39 Barred Knifejaw	🟩	🟩	🟩	🟩
#40 Arapaima	🟩	☒	🟩	🟩

August

Name of Fish	Morning	Day	Evening	Night
#1 Crucian Carp	🟥	🟥	🟥	🟥
#2 Brook Trout	🟥	🟥	🟥	🟥
#3 Carp	🟥	🟩	🟥	🟥
#4 Koi	🟩	🟩	☒	🟩
#5 Barbel Steel	🟩	🟥	🟩	🟥
#6 Dace	🟩	☒	🟩	🟩
#7 Catfish	🟥	☒	🟥	🟦
#8 Giant Catfish	🟥	☒	🟥	🟥
#9 Pale Chub	☒	🟥	☒	☒
#10 Bitterling	☒	☒	☒	☒
#11 Loach	☒	☒	☒	☒
#12 Bluegill	☒	🟥	☒	☒
#13 Small Bass	🟥	🟦	🟥	🟥
#14 Bass	🟦	🟥	🟦	🟥
#15 Large Bass	🟥	🟩	🟥	🟥
#16 Giant Snakehead	☒	🟥	☒	☒
#17 Eel	🟥	☒	🟥	🟦
#18 Freshwater Goby	🟩	🟩	🟩	🟩
#19 Pond Smelt	☒	☒	☒	☒
#20 Sweet Fish	🟦	🟦	🟦	🟥
#21 Cherry Salmon	☒	☒	☒	☒
#22 Rainbow Trout	☒	☒	☒	☒
#23 Large Char	☒	☒	☒	☒
#24 Stringfish	☒	☒	☒	☒
#25 Salmon	☒	☒	☒	☒
#26 Goldfish	🟩	🟩	🟩	🟩
#27 Popeyed Goldfish	☒	🟩	☒	☒
#28 Guppy	☒	🟩	☒	☒
#29 Angelfish	🟩	☒	🟩	🟩
#30 Piranha	☒	🟩	☒	🟩
#31 Arowana	🟩	☒	🟩	☒
#32 Coelacanth	🟥	☒	🟥	🟥
#33 Crawfish	🟦	🟦	🟦	🟦
#34 Frog	🟦	🟦	🟦	🟦
#35 Killifish	🟩	🟩	🟩	🟩
#36 Jellyfish	🟪	🟪	🟪	🟪
#37 Sea Bass	🟦	🟦	🟦	🟦
#38 Red Snapper	🟥	🟥	🟥	🟥
#39 Barred Knifejaw	🟩	🟩	🟩	🟩
#40 Arapaima	🟩	☒	🟩	🟩

September

Name of Fish	Morning	Day	Evening	Night
#1 Crucian Carp	🟥	🟦	🟥	🟦
#2 Brook Trout	🟥	🟦	🟥	🟥
#3 Carp	🟩	🟩	🟩	🟦
#4 Koi	🟩	🟩	✗	🟩
#5 Barbel Steel	🟩	🟥	🟩	🟥
#6 Dace	🟩	✗	🟩	🟩
#7 Catfish	🟥	✗	🟥	🟦
#8 Giant Catfish	✗	✗	✗	✗
#9 Pale Chub	✗	🟥	✗	✗
#10 Bitterling	✗	✗	✗	✗
#11 Loach	✗	✗	✗	✗
#12 Bluegill	🟩	✗	🟩	🟥
#13 Small Bass	🟥	🟦	🟥	🟥
#14 Bass	🟦	🟥	🟦	🟦
#15 Large Bass	🟥	🟩	🟥	🟥
#16 Giant Snakehead	✗	🟥	✗	✗
#17 Eel	🟩	✗	🟩	🟥
#18 Freshwater Goby	🟩	🟩	🟩	🟩
#19 Pond Smelt	✗	✗	✗	✗
#20 Sweet Fish	🟥	🟥	🟥	🟥
#21 Cherry Salmon	🟥	✗	🟥	✗
#22 Rainbow Trout	🟥	✗	🟥	✗
#23 Large Char	🟥	✗	🟥	✗
#24 Stringfish	✗	✗	✗	✗
#25 Salmon	🟪	🟪	🟪	🟪
#26 Goldfish	🟩	🟩	🟩	🟩
#27 Popeyed Goldfish	✗	🟩	✗	✗
#28 Guppy	✗	🟩	✗	✗
#29 Angelfish	🟩	✗	🟩	🟩
#30 Piranha	✗	🟩	✗	🟩
#31 Arowana	🟩	✗	🟩	✗
#32 Coelacanth	🟥	✗	🟥	🟥
#33 Crawfish	✗	✗	✗	✗
#34 Frog	✗	✗	✗	✗
#35 Killifish	✗	✗	✗	✗
#36 Jellyfish	🟩	🟥	🟩	🟥
#37 Sea Bass	🟦	🟦	🟦	🟦
#38 Red Snapper	🟥	🟥	🟥	🟥
#39 Barred Knifejaw	🟥	🟥	🟥	🟥
#40 Arapaima	🟩	✗	🟩	🟩

October

Name of Fish	Morning	Day	Evening	Night
#1 Crucian Carp	🟥	🟦	🟥	🟦
#2 Brook Trout	🟥	🟦	🟥	🟥
#3 Carp	🟦	🟩	🟦	🟦
#4 Koi	🟩	🟩	✗	🟩
#5 Barbel Steel	🟩	🟥	🟩	🟥
#6 Dace	🟩	✗	🟩	🟥
#7 Catfish	🟩	✗	🟩	🟥
#8 Giant Catfish	✗	✗	✗	✗
#9 Pale Chub	✗	🟥	✗	✗
#10 Bitterling	✗	✗	✗	✗
#11 Loach	✗	✗	✗	✗
#12 Bluegill	✗	🟥	✗	✗
#13 Small Bass	🟥	🟦	🟥	🟥
#14 Bass	🟦	🟥	🟦	🟦
#15 Large Bass	🟥	🟩	🟥	🟥
#16 Giant Snakehead	✗	✗	✗	✗
#17 Eel	✗	✗	✗	✗
#18 Freshwater Goby	🟩	🟩	🟩	🟩
#19 Pond Smelt	✗	✗	✗	✗
#20 Sweet Fish	✗	✗	✗	✗
#21 Cherry Salmon	🟥	✗	🟥	✗
#22 Rainbow Trout	🟥	✗	🟥	✗
#23 Large Char	🟥	✗	🟥	✗
#24 Stringfish	✗	✗	✗	✗
#25 Salmon	✗	✗	✗	✗
#26 Goldfish	🟩	🟩	🟩	🟩
#27 Popeyed Goldfish	✗	🟩	✗	✗
#28 Guppy	✗	🟩	✗	✗
#29 Angelfish	🟩	✗	🟩	🟩
#30 Piranha	✗	✗	✗	✗
#31 Arowana	✗	✗	✗	✗
#32 Coelacanth	🟥	✗	🟥	🟥
#33 Crawfish	✗	✗	✗	✗
#34 Frog	✗	✗	✗	✗
#35 Killifish	✗	✗	✗	✗
#36 Jellyfish	✗	✗	✗	✗
#37 Sea Bass	🟦	🟦	🟦	🟦
#38 Red Snapper	🟥	🟥	🟥	🟥
#39 Barred Knifejaw	🟥	🟥	🟥	🟥
#40 Arapaima	✗	✗	✗	✗

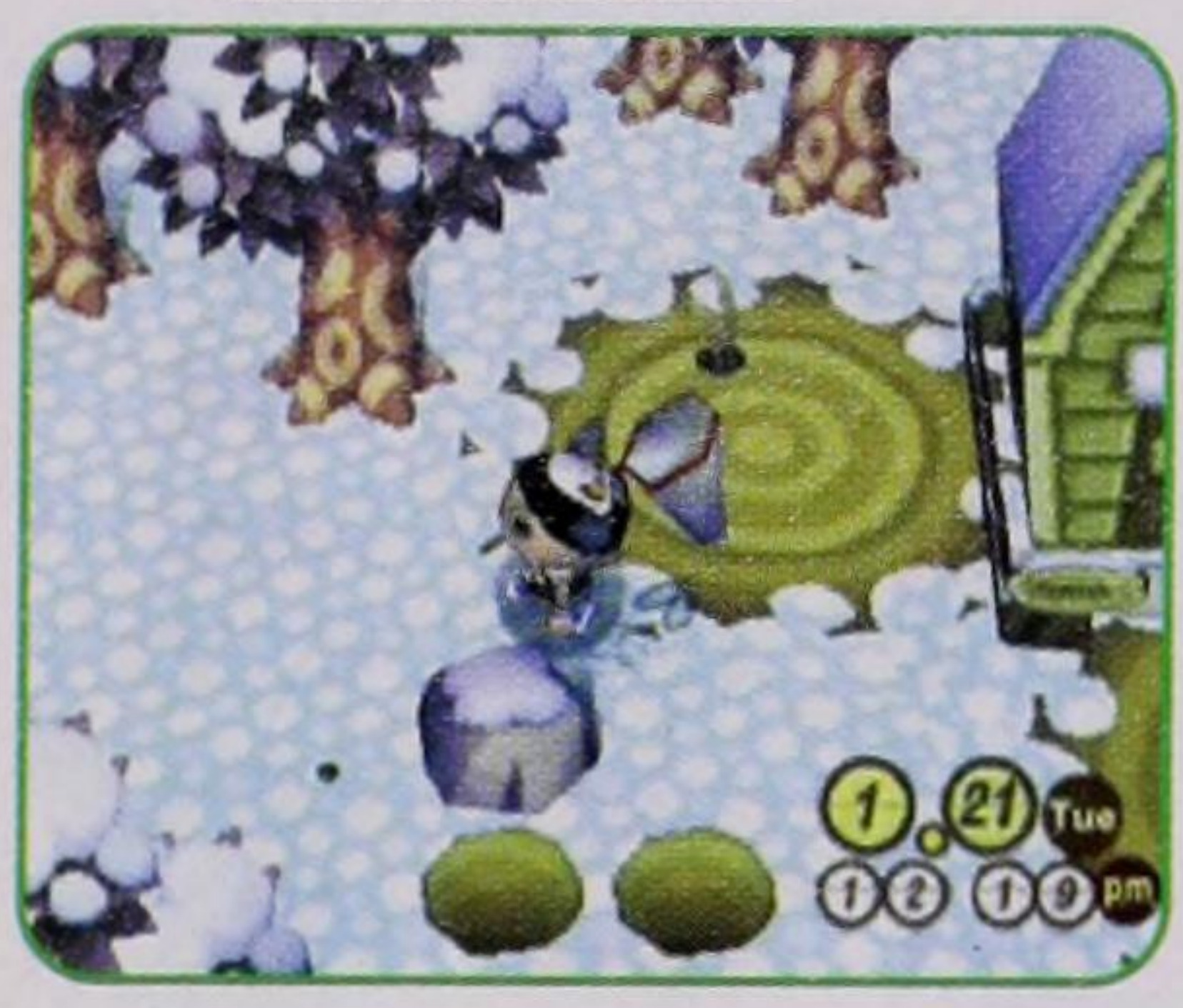
November

Name of Fish	Morning	Day	Evening	Night
#1 Crucian Carp	🟦	🟦	🟦	🟦
#2 Brook Trout	🟥	🟦	🟥	🟥
#3 Carp	🟦	🟩	🟦	🟦
#4 Koi	🟩	🟩	❌	🟩
#5 Barbel Steel	🟥	🟥	🟥	🟦
#6 Dace	🟥	❌	🟥	🟦
#7 Catfish	❌	❌	❌	❌
#8 Giant Catfish	❌	❌	❌	❌
#9 Pale Chub	❌	🟥	❌	❌
#10 Bitterling	❌	❌	❌	❌
#11 Loach	❌	❌	❌	❌
#12 Bluegill	❌	🟥	❌	❌
#13 Small Bass	🟥	🟦	🟥	🟥
#14 Bass	🟦	🟥	🟦	🟦
#15 Large Bass	🟥	🟩	🟥	🟥
#16 Giant Snakehead	❌	❌	❌	❌
#17 Eel	❌	❌	❌	❌
#18 Freshwater Goby	🟩	🟩	🟩	🟩
#19 Pond Smelt	❌	❌	❌	❌
#20 Sweet Fish	❌	❌	❌	❌
#21 Cherry Salmon	🟥	❌	🟥	❌
#22 Rainbow Trout	🟥	❌	🟥	❌
#23 Large Char	🟥	❌	🟥	❌
#24 Stringfish	❌	❌	❌	❌
#25 Salmon	❌	❌	❌	❌
#26 Goldfish	🟩	🟩	🟩	🟩
#27 Popeyed Goldfish	❌	🟩	❌	❌
#28 Guppy	❌	🟩	❌	❌
#29 Angelfish	❌	❌	❌	❌
#30 Piranha	❌	❌	❌	❌
#31 Arowana	❌	❌	❌	❌
#32 Coelacanth	🟥	❌	🟥	🟥
#33 Crawfish	❌	❌	❌	❌
#34 Frog	❌	❌	❌	❌
#35 Killifish	❌	❌	❌	❌
#36 Jellyfish	❌	❌	❌	❌
#37 Sea Bass	🟦	🟦	🟦	🟦
#38 Red Snapper	🟥	🟥	🟥	🟥
#39 Barred Knifejaw	🟥	🟥	🟥	🟥
#40 Arapaima	❌	❌	❌	❌

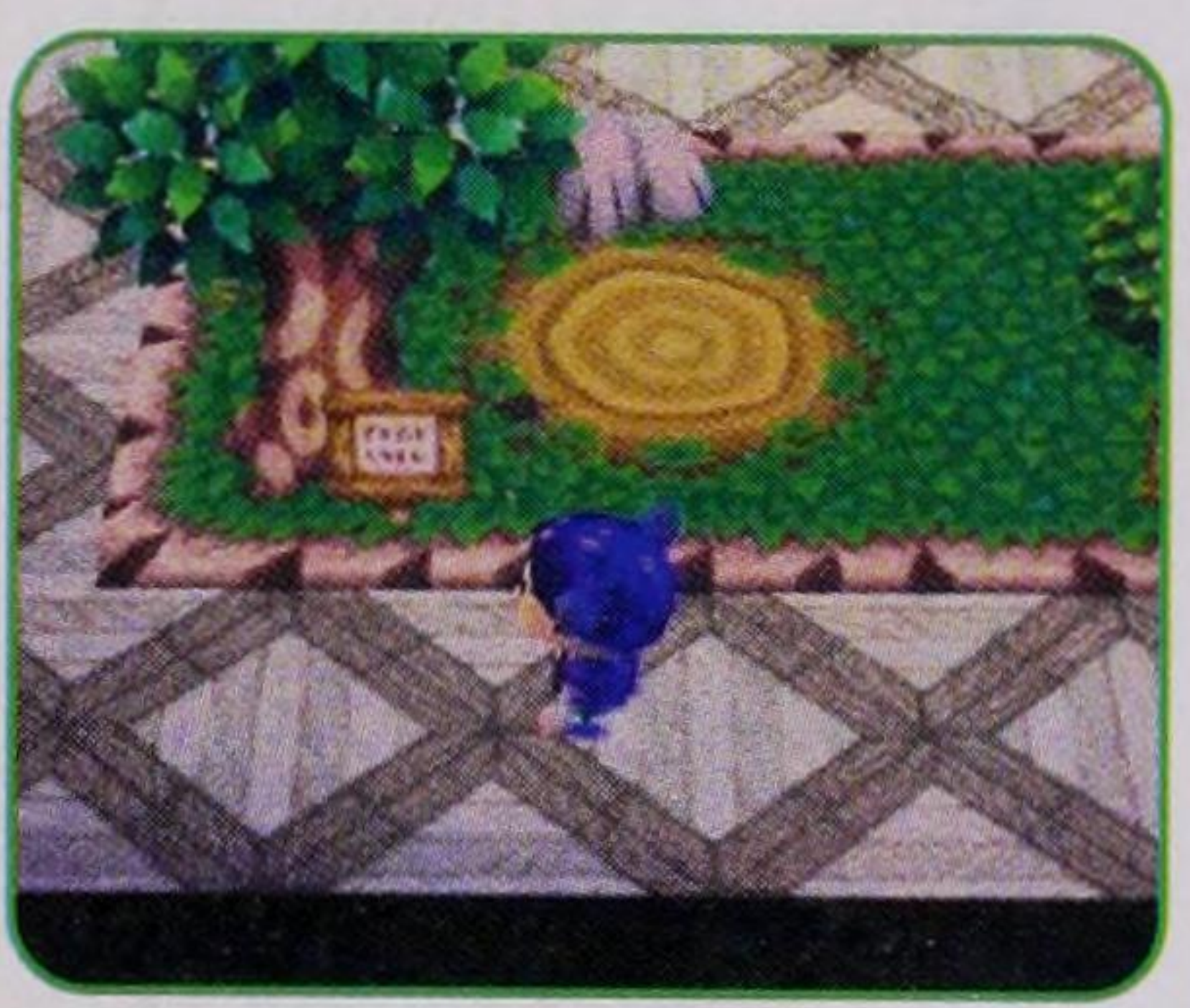
December

Name of Fish	Morning	Day	Evening	Night
#1 Crucian Carp	🟥	🟥	🟥	🟥
#2 Brook Trout	🟥	🟥	🟥	🟥
#3 Carp	🟩	🟩	🟩	🟩
#4 Koi	🟩	🟩	❌	🟩
#5 Barbel Steel	🟥	🟥	🟥	🟦
#6 Dace	🟥	❌	🟥	🟦
#7 Catfish	❌	❌	❌	❌
#8 Giant Catfish	❌	❌	❌	❌
#9 Pale Chub	❌	🟥	❌	❌
#10 Bitterling	🟦	🟦	🟦	🟦
#11 Loach	❌	❌	❌	❌
#12 Bluegill	❌	🟩	❌	❌
#13 Small Bass	🟩	🟩	🟩	🟩
#14 Bass	🟩	🟩	🟩	🟩
#15 Large Bass	🟩	🟩	🟩	🟩
#16 Giant Snakehead	❌	❌	❌	❌
#17 Eel	❌	❌	❌	❌
#18 Freshwater Goby	🟩	🟩	🟩	🟩
#19 Pond Smelt	🟪	🟪	🟪	🟪
#20 Sweet Fish	❌	❌	❌	❌
#21 Cherry Salmon	❌	❌	❌	❌
#22 Rainbow Trout	❌	❌	❌	❌
#23 Large Char	❌	❌	❌	❌
#24 Stringfish	🟩	❌	🟩	🟩
#25 Salmon	❌	❌	❌	❌
#26 Goldfish	🟩	🟩	🟩	🟩
#27 Popeyed Goldfish	❌	🟩	❌	❌
#28 Guppy	❌	❌	❌	❌
#29 Angelfish	❌	❌	❌	❌
#30 Piranha	❌	❌	❌	❌
#31 Arowana	❌	❌	❌	❌
#32 Coelacanth	🟥	❌	🟥	🟥
#33 Crawfish	❌	❌	❌	❌
#34 Frog	❌	❌	❌	❌
#35 Killifish	❌	❌	❌	❌
#36 Jellyfish	❌	❌	❌	❌
#37 Sea Bass	🟦	🟦	🟦	🟦
#38 Red Snapper	🟩	🟩	🟩	🟩
#39 Barred Knifejaw	❌	❌	❌	❌
#40 Arapaima	❌	❌	❌	❌

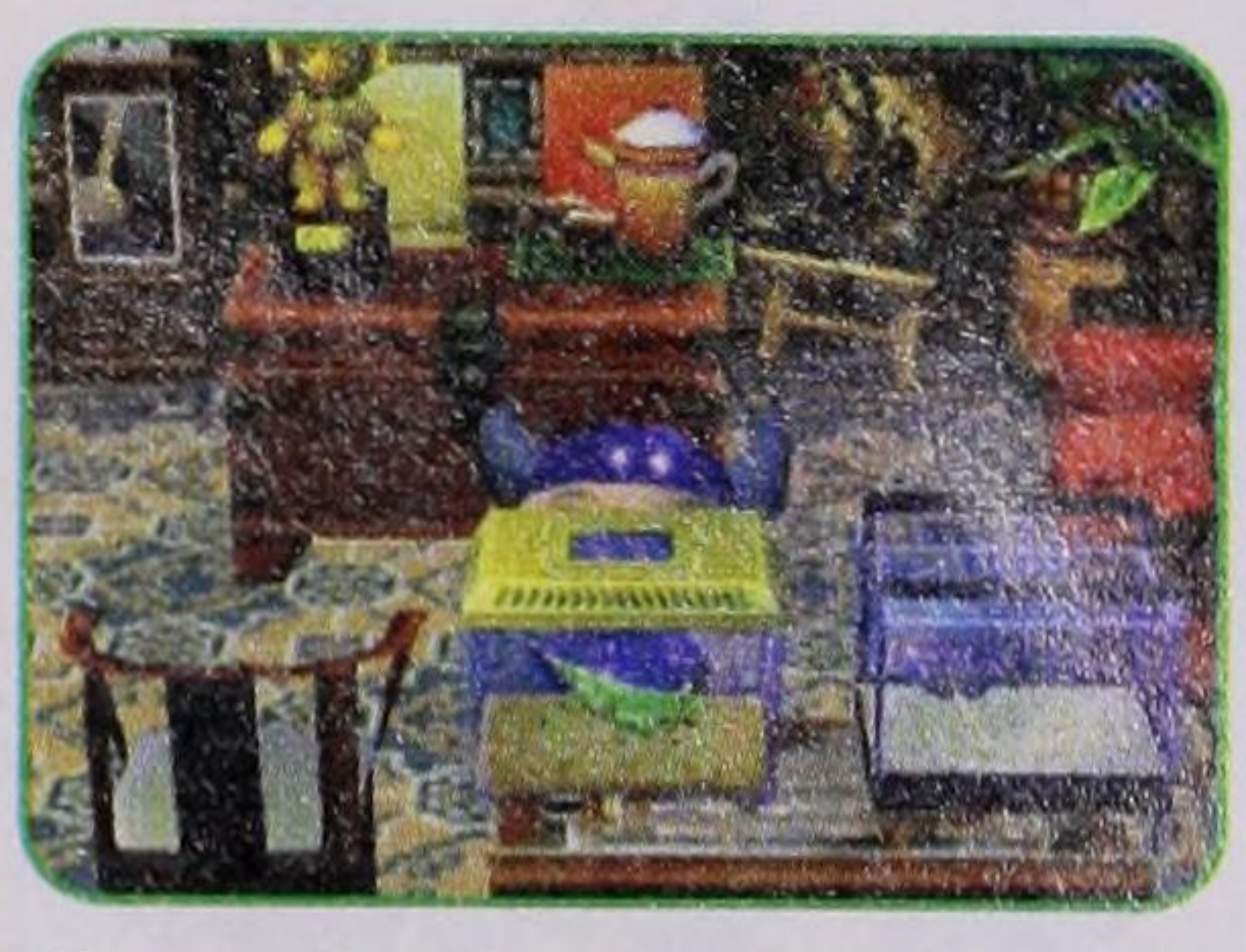
Using Your Butterfly Net



It's time to bring out your Butterfly Net, which you can buy from Tom Nook. This allows you to capture 40 different Insects in various locations and times of the year.

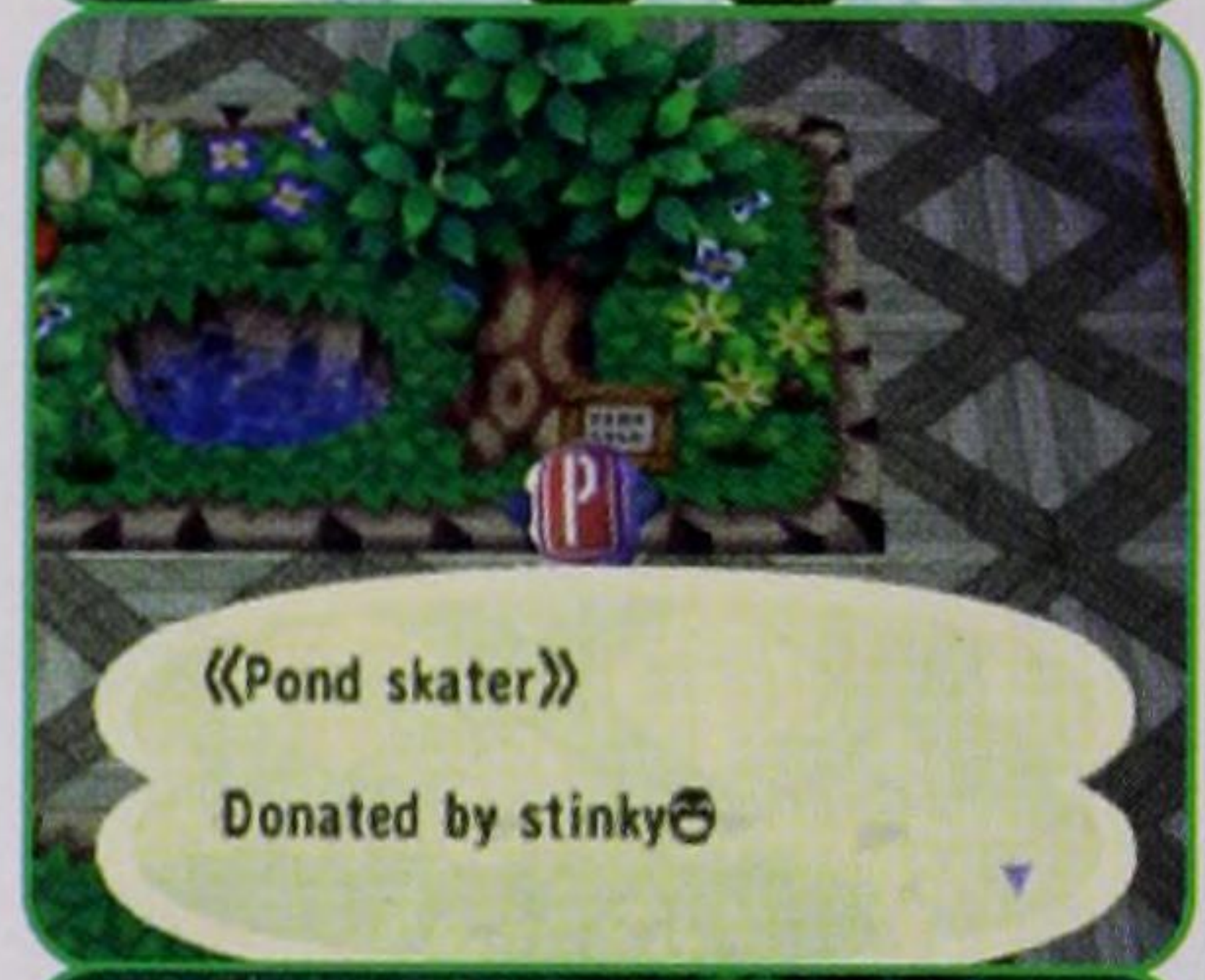


Go into the Museum in town, and check out the wildlife room that's just begging for Insects. Every time you catch a new Insect, donate it to the Museum. Then you can come here and see them.



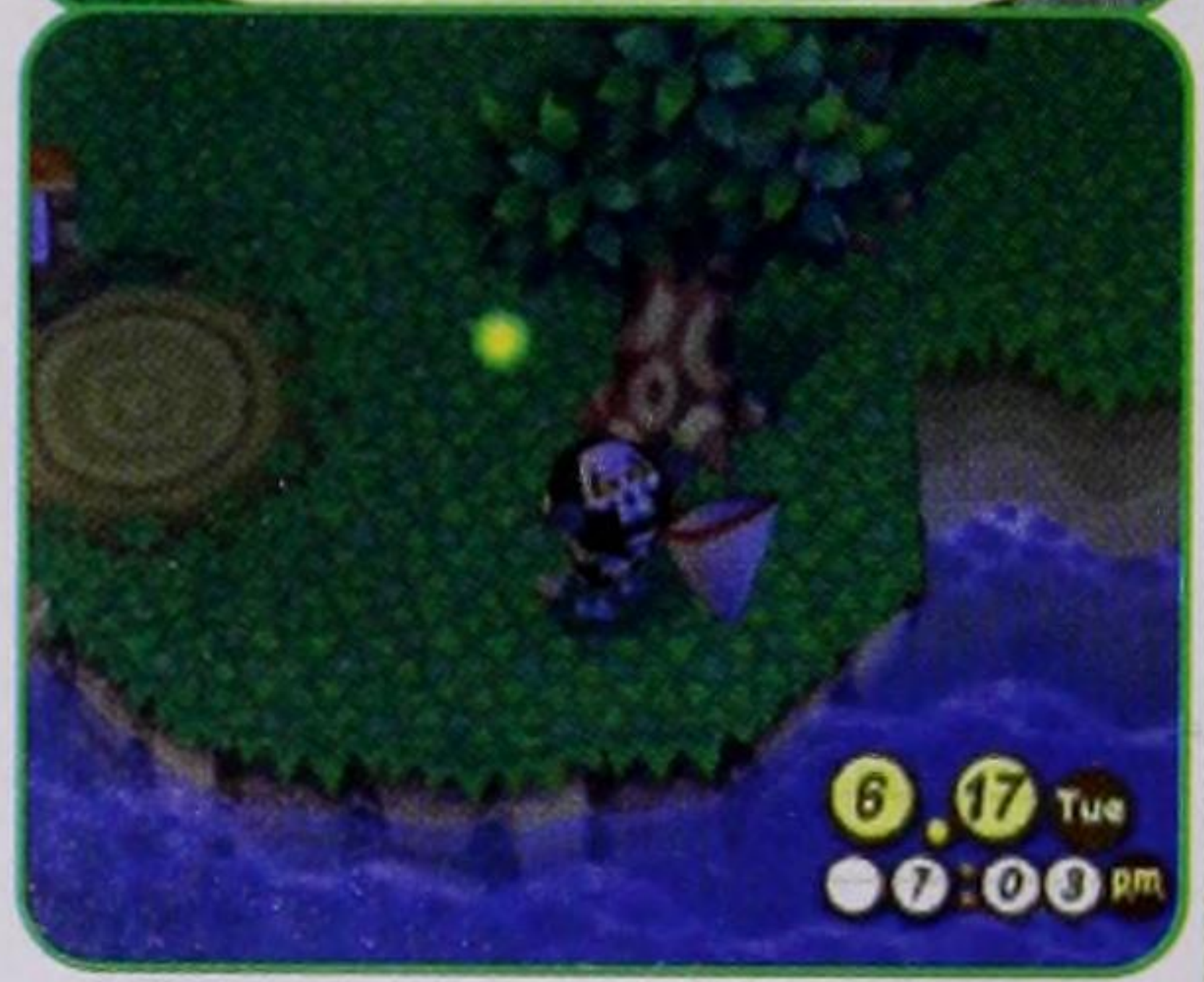
If you don't want to donate the Insect, release it into the air, sell it to Tom Nook, donate it to a friend who needs a certain type of Insect, or keep it in your house. If you drop an Insect in your house, it automatically appears in a box.

1.21 Tue
12 19 pm

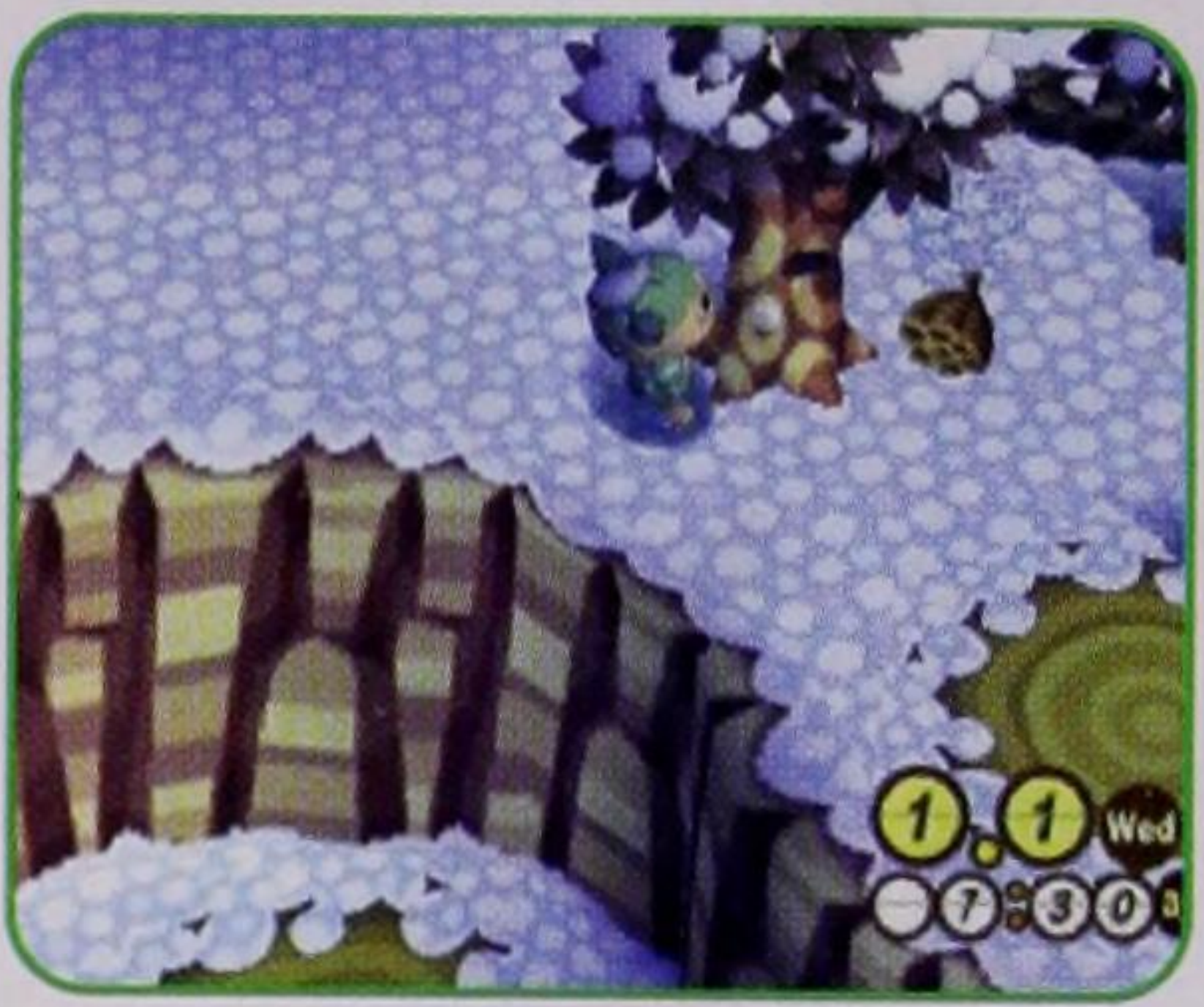


《Pond skater》

Donated by stinky

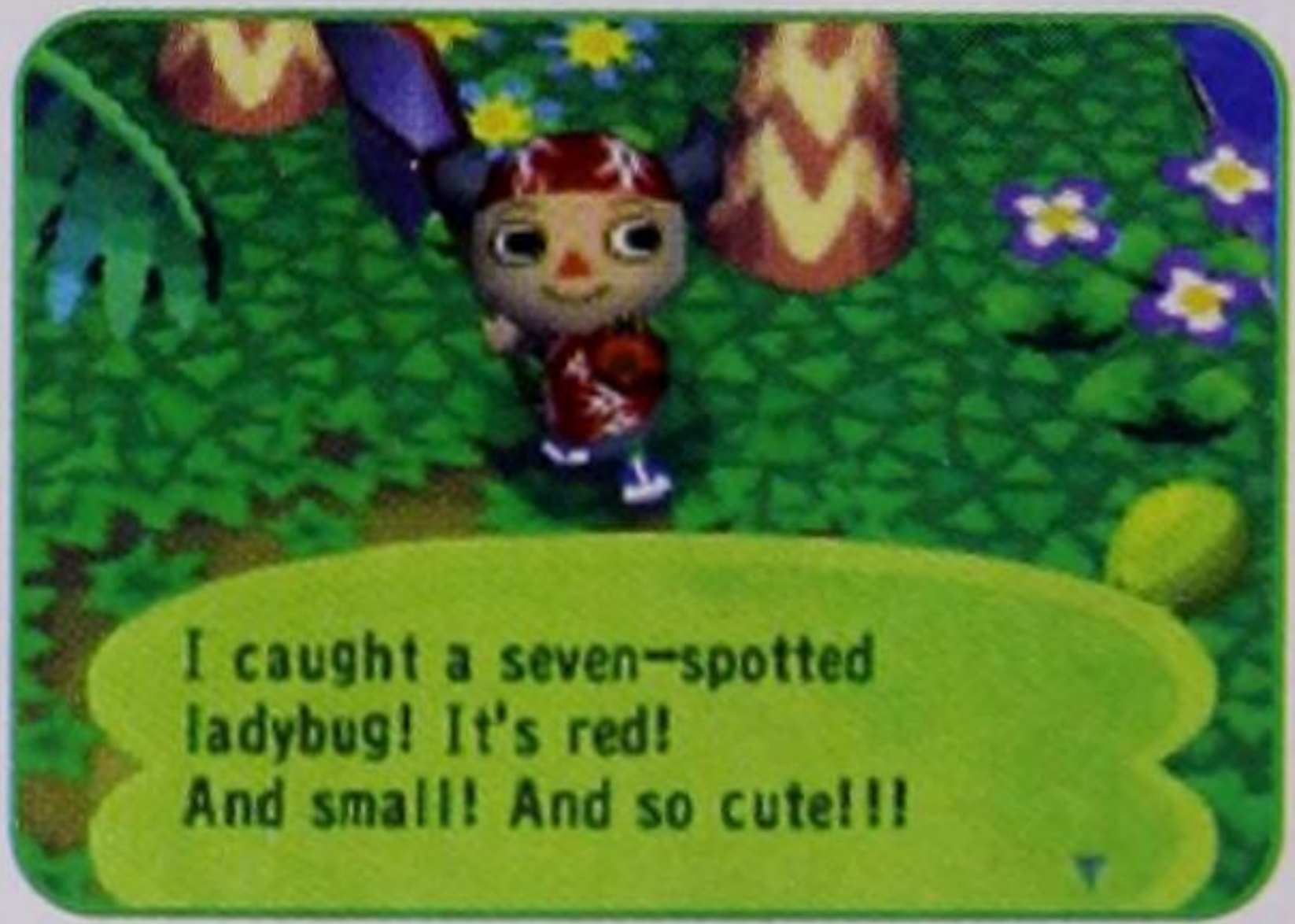


There are four main places to find Insects. They cling to the trunks of trees. They leap about the ground. They hide in bushes and leap about. They simply buzz around in the air, or appear on ponds. Bees and ants are slightly different though.



Bees are found randomly in trees throughout the year. Ants are found randomly in rocks throughout the year. This means you don't need to look for them at a certain time of year or day. The other 38 Insects are found at specific times.

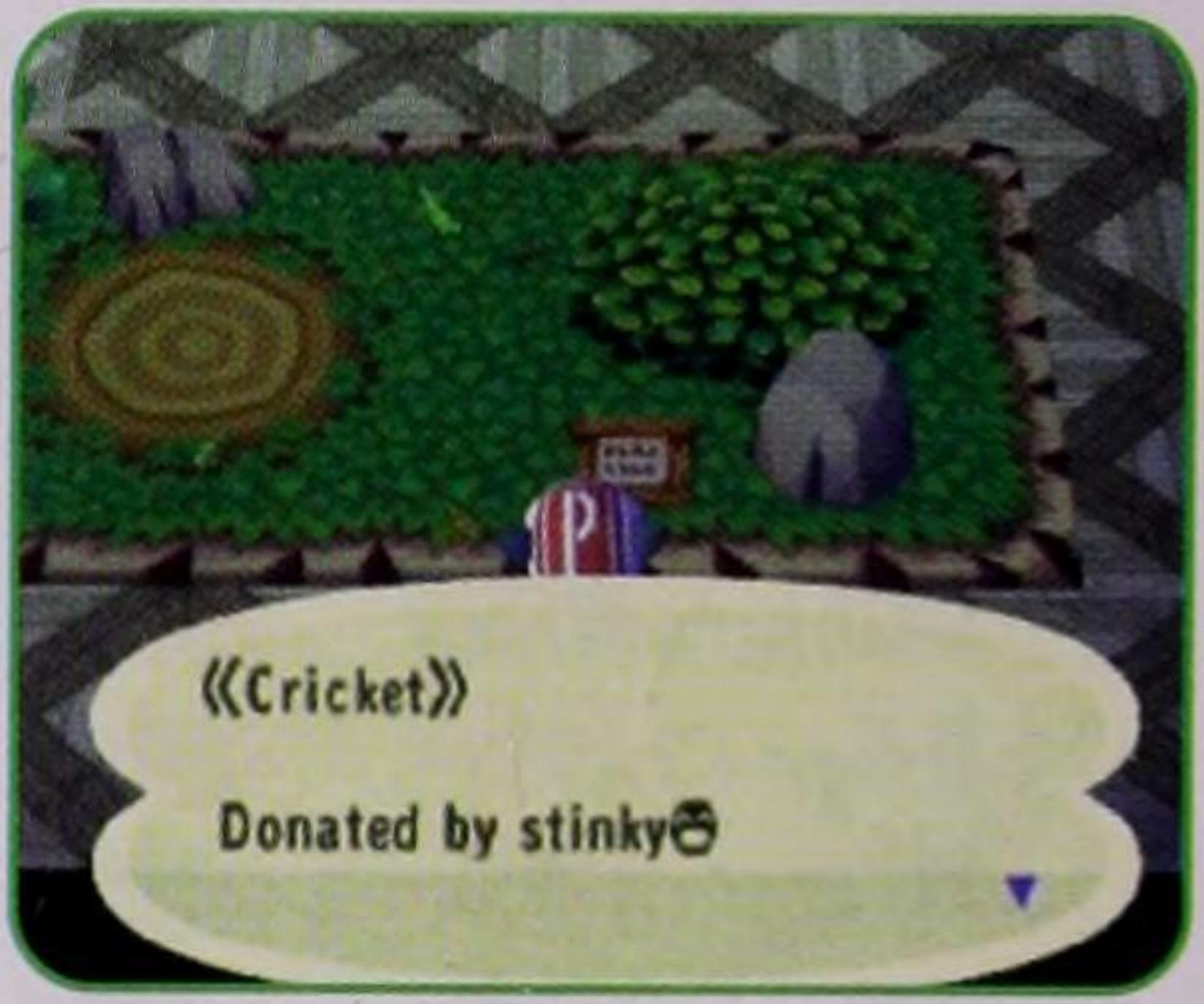
You need a field chart to know when it's the right time to hunt a certain Insect! Look at the comprehensive Insect List to discover the best time of day and year to capture the Insect you want!



I caught a seven-spotted ladybug! It's red! And small! And so cute!!!

Here's how to capture an Insect. Listen for the buzzing or movement. Look closely as some of those Insects are tiny! Carefully tiptoe forward, and swing your Net on top of the critter. Bingo!

Did you miss? Some Insects can be chased, but don't run quickly or they hop away. Instead, move in carefully, and swipe with the Net as many times as you can! Some Insects return if you leave the area and return a short time later, but others don't! Be an expert and Net those creatures the first time!



《Cricket》

Donated by stinky

It's takes a while to capture all 40 Insects, but if you do, an Insect weathervane appears on top of your house, and you receive a Gold Butterfly Net from Tortimer in the mail! This rod makes it easier to catch Insects, so keep it, or give it to a friend who needs it!

Finally, try some Insect hunting over at the Tropical Island, as the weather is constantly sunny and summery, even when it's January and cold back in your town. All of the Insects from June through August appear randomly.

Yow! I got bit by a mosquito!

Man! That really itches...

Don't get stung! The bees and mosquitos can both sting you, and bees leave your face swollen! Be careful out there, and good hunting!

The Insect List

Below is a list of all the Insects, the time they appear, and the months they are likely to appear. We wish you the best of luck!

Legend

✕ = ***not available***

🟪 = ***seen all the time***

🟦 = ***seen frequently***

🟥 = ***seen infrequently***

🟩 = ***seen rarely***

🟧 = ***predetermined conditions***

Night—Late = *23:00-03:59*
Dawn = *04:00-07:59*
Day—Morning = *08:00-15:59*
Day—Afternoon = *16:00-16:59*
Evening = *17:00-18:59*
Night—Early = *19:00-22:59*

January

Name of Insect	*Night—Late*	*Dawn*	*Day—Morning*	*Day—Afternoon*	*Evening*	*Night—Early*
#1 Common Butterfly	✕	✕	✕	✕	✕	✕
#2 Yellow Butterfly	✕	✕	✕	✕	✕	✕
#3 Tiger Butterfly	✕	✕	✕	✕	✕	✕
#4 Purple Butterfly	✕	✕	✕	✕	✕	✕
#5 Brown Cicada	✕	✕	✕	✕	✕	✕
#6 Robust Cicada	✕	✕	✕	✕	✕	✕
#7 Priest Cicada	✕	✕	✕	✕	✕	✕
#8 Evening Cicada	✕	✕	✕	✕	✕	✕
#9 Common Dragonfly	✕	✕	✕	✕	✕	✕
#10 Red Dragonfly	✕	✕	✕	✕	✕	✕
#11 Darner Dragonfly	✕	✕	✕	✕	✕	✕
#12 Banded Dragonfly	✕	✕	✕	✕	✕	✕
#13 Cricket	✕	✕	✕	✕	✕	✕
#14 Grasshopper	✕	✕	✕	✕	✕	✕
#15 Pine Cricket	✕	✕	✕	✕	✕	✕
#16 Bell Cricket	✕	✕	✕	✕	✕	✕
#17 Ladybug	✕	✕	✕	✕	✕	✕
#18 Spotted Ladybug	✕	✕	✕	✕	✕	✕
#19 Mantis	✕	✕	✕	✕	✕	✕
#20 Long Locust	✕	✕	✕	✕	✕	✕
#21 Migratory Locust	✕	✕	✕	✕	✕	✕
#22 Cockroach	✕	✕	✕	✕	✕	✕
#23 Bee	🟧	🟧	🟧	🟧	🟧	🟧
#24 Firefly	✕	✕	✕	✕	✕	✕
#25 Drone Beetle	✕	✕	✕	✕	✕	✕
#26 Longhorn Beetle	✕	✕	✕	✕	✕	✕
#27 Jewel Beetle	✕	✕	✕	✕	✕	✕
#28 Dynastid Beetle	✕	✕	✕	✕	✕	✕
#29 Flag Stag Beetle	✕	✕	✕	✕	✕	✕
#30 Saw Stag Beetle	✕	✕	✕	✕	✕	✕
#31 Mountain Beetle	✕	✕	✕	✕	✕	✕
#32 Giant Beetle	✕	✕	✕	✕	✕	✕
#33 Pondskater	✕	✕	✕	✕	✕	✕
#34 Ant	🟧	🟧	🟧	🟧	🟧	🟧
#35 Pillbug	🟥	🟥	🟥	🟥	🟥	🟥
#36 Mosquito	✕	✕	✕	✕	✕	✕
#37 Mole Cricket	🟥	🟥	🟥	🟥	🟥	🟥
#38 Spider	✕	✕	✕	✕	✕	✕
#39 Snail	✕	✕	✕	✕	✕	✕
#40 Bagworm	🟩	🟩	🟩	🟩	🟩	🟩

February

Name of Insect	*Night—Late*	*Dawn*	*Day—Morning*	*Day—Afternoon*	*Evening*	*Night—Early*
#1 Common Butterfly	✗	✗	✗	✗	✗	✗
#2 Yellow Butterfly	✗	✗	✗	✗	✗	✗
#3 Tiger Butterfly	✗	✗	✗	✗	✗	✗
#4 Purple Butterfly	✗	✗	✗	✗	✗	✗
#5 Brown Cicada	✗	✗	✗	✗	✗	✗
#6 Robust Cicada	✗	✗	✗	✗	✗	✗
#7 Priest Cicada	✗	✗	✗	✗	✗	✗
#8 Evening Cicada	✗	✗	✗	✗	✗	✗
#9 Common Dragonfly	✗	✗	✗	✗	✗	✗
#10 Red Dragonfly	✗	✗	✗	✗	✗	✗
#11 Darner Dragonfly	✗	✗	✗	✗	✗	✗
#12 Banded Dragonfly	✗	✗	✗	✗	✗	✗
#13 Cricket	✗	✗	✗	✗	✗	✗
#14 Grasshopper	✗	✗	✗	✗	✗	✗
#15 Pine Cricket	✗	✗	✗	✗	✗	✗
#16 Bell Cricket	✗	✗	✗	✗	✗	✗
#17 Ladybug	✗	✗	✗	✗	✗	✗
#18 Spotted Ladybug	✗	✗	✗	✗	✗	✗
#19 Mantis	✗	✗	✗	✗	✗	✗
#20 Long Locust	✗	✗	✗	✗	✗	✗
#21 Migratory Locust	✗	✗	✗	✗	✗	✗
#22 Cockroach	✗	✗	✗	✗	✗	✗
#23 Bee	🟠	🟠	🟠	🟠	🟠	🟠
#24 Firefly	✗	✗	✗	✗	✗	✗
#25 Drone Beetle	✗	✗	✗	✗	✗	✗
#26 Longhorn Beetle	✗	✗	✗	✗	✗	✗
#27 Jewel Beetle	✗	✗	✗	✗	✗	✗
#28 Dynastid Beetle	✗	✗	✗	✗	✗	✗
#29 Flag Stag Beetle	✗	✗	✗	✗	✗	✗
#30 Saw Stag Beetle	✗	✗	✗	✗	✗	✗
#31 Mountain Beetle	✗	✗	✗	✗	✗	✗
#32 Giant Beetle	✗	✗	✗	✗	✗	✗
#33 Pondskater	✗	✗	✗	✗	✗	✗
#34 Ant	🟠	🟠	🟠	🟠	🟠	🟠
#35 Pillbug	🔴	🔴	🔴	🔴	🔴	🔴
#36 Mosquito	✗	✗	✗	✗	✗	✗
#37 Mole Cricket	🔴	🔴	🔴	🔴	🔴	🔴
#38 Spider	✗	✗	✗	✗	✗	✗
#39 Snail	✗	✗	✗	✗	✗	✗
#40 Bagworm	🟢	🟢	🟢	🟢	🟢	🟢

March

Name of Insect	*Night—Late*	*Dawn*	*Day—Morning*	*Day—Afternoon*	*Evening*	*Night—Early*
#1 Common Butterfly	✗	✗	✗	✗	✗	✗
#2 Yellow Butterfly	✗	✗	✗	✗	✗	✗
#3 Tiger Butterfly	✗	✗	✗	✗	✗	✗
#4 Purple Butterfly	✗	✗	✗	✗	✗	✗
#5 Brown Cicada	✗	✗	✗	✗	✗	✗
#6 Robust Cicada	✗	✗	✗	✗	✗	✗
#7 Priest Cicada	✗	✗	✗	✗	✗	✗
#8 Evening Cicada	✗	✗	✗	✗	✗	✗
#9 Common Dragonfly	✗	✗	✗	✗	✗	✗
#10 Red Dragonfly	✗	✗	✗	✗	✗	✗
#11 Darner Dragonfly	✗	✗	✗	✗	✗	✗
#12 Banded Dragonfly	✗	✗	✗	✗	✗	✗
#13 Cricket	✗	✗	✗	✗	✗	✗
#14 Grasshopper	✗	✗	✗	✗	✗	✗
#15 Pine Cricket	✗	✗	✗	✗	✗	✗
#16 Bell Cricket	✗	✗	✗	✗	✗	✗
#17 Ladybug	✗	✗	🔵	🔴	✗	✗
#18 Spotted Ladybug	✗	✗	🔵	🔴	✗	✗
#19 Mantis	✗	✗	✗	✗	✗	✗
#20 Long Locust	✗	✗	✗	✗	✗	✗
#21 Migratory Locust	✗	✗	✗	✗	✗	✗
#22 Cockroach	🟢	🟢	🟢	🟢	🟢	🟢
#23 Bee	🟠	🟠	🟠	🟠	🟠	🟠
#24 Firefly	✗	✗	✗	✗	✗	✗
#25 Drone Beetle	✗	✗	✗	✗	✗	✗
#26 Longhorn Beetle	✗	✗	✗	✗	✗	✗
#27 Jewel Beetle	✗	✗	✗	✗	✗	✗
#28 Dynastid Beetle	✗	✗	✗	✗	✗	✗
#29 Flag Stag Beetle	✗	✗	✗	✗	✗	✗
#30 Saw Stag Beetle	✗	✗	✗	✗	✗	✗
#31 Mountain Beetle	✗	✗	✗	✗	✗	✗
#32 Giant Beetle	✗	✗	✗	✗	✗	✗
#33 Pondskater	✗	✗	✗	✗	✗	✗
#34 Ant	🟠	🟠	🟠	🟠	🟠	🟠
#35 Pillbug	🔴	🔴	🔴	🔴	🔴	🔴
#36 Mosquito	✗	✗	✗	✗	✗	✗
#37 Mole Cricket	🔴	🔴	🔴	🔴	🔴	🔴
#38 Spider	✗	✗	✗	✗	✗	✗
#39 Snail	✗	✗	✗	✗	✗	✗
#40 Bagworm	🟢	🟢	🟢	🟢	🟢	🟢

April

Name of Insect	Night—Late	Dawn	Day—Morning	Day—Afternoon	Evening	Night—Early
#1 Common Butterfly	✗	✗	🟦	🟥	✗	✗
#2 Yellow Butterfly	✗	✗	🟦	🟥	✗	✗
#3 Tiger Butterfly	✗	✗	🟩	✗	✗	✗
#4 Purple Butterfly	✗	✗	✗	✗	✗	✗
#5 Brown Cicada	✗	✗	✗	✗	✗	✗
#6 Robust Cicada	✗	✗	✗	✗	✗	✗
#7 Priest Cicada	✗	✗	✗	✗	✗	✗
#8 Evening Cicada	✗	✗	✗	✗	✗	✗
#9 Common Dragonfly	✗	✗	✗	✗	✗	✗
#10 Red Dragonfly	✗	✗	✗	✗	✗	✗
#11 Darner Dragonfly	✗	✗	✗	✗	✗	✗
#12 Banded Dragonfly	✗	✗	✗	✗	✗	✗
#13 Cricket	✗	✗	✗	✗	✗	✗
#14 Grasshopper	✗	✗	✗	✗	✗	✗
#15 Pine Cricket	✗	✗	✗	✗	✗	✗
#16 Bell Cricket	✗	✗	✗	✗	✗	✗
#17 Ladybug	✗	✗	🟦	🟥	✗	✗
#18 Spotted Ladybug	✗	✗	🟦	🟥	✗	✗
#19 Mantis	✗	✗	✗	✗	✗	✗
#20 Long Locust	✗	✗	✗	✗	✗	✗
#21 Migratory Locust	✗	✗	✗	✗	✗	✗
#22 Cockroach	🟩	🟩	🟩	🟩	🟩	🟩
#23 Bee	🟧	🟧	🟧	🟧	🟧	🟧
#24 Firefly	✗	✗	✗	✗	✗	✗
#25 Drone Beetle	✗	✗	✗	✗	✗	✗
#26 Longhorn Beetle	✗	✗	✗	✗	✗	✗
#27 Jewel Beetle	✗	✗	✗	✗	✗	✗
#28 Dynastid Beetle	✗	✗	✗	✗	✗	✗
#29 Flag Stag Beetle	✗	✗	✗	✗	✗	✗
#30 Saw Stag Beetle	✗	✗	✗	✗	✗	✗
#31 Mountain Beetle	✗	✗	✗	✗	✗	✗
#32 Giant Beetle	✗	✗	✗	✗	✗	✗
#33 Pondskater	✗	✗	✗	✗	✗	✗
#34 Ant	🟧	🟧	🟧	🟧	🟧	🟧
#35 Pillbug	🟥	🟥	🟥	🟥	🟥	🟥
#36 Mosquito	✗	✗	✗	✗	✗	✗
#37 Mole Cricket	🟥	🟥	🟥	🟥	🟥	🟥
#38 Spider	🟩	🟩	🟩	🟩	🟩	🟩
#39 Snail	🟥	🟥	🟥	🟥	🟥	🟥
#40 Bagworm	✗	✗	✗	✗	✗	✗

May

Name of Insect	Night—Late	Dawn	Day—Morning	Day—Afternoon	Evening	Night—Early
#1 Common Butterfly	✗	✗	🟦	🟥	✗	✗
#2 Yellow Butterfly	✗	✗	🟦	🟥	✗	✗
#3 Tiger Butterfly	✗	✗	🟩	✗	✗	✗
#4 Purple Butterfly	✗	✗	✗	✗	✗	✗
#5 Brown Cicada	✗	✗	✗	✗	✗	✗
#6 Robust Cicada	✗	✗	✗	✗	✗	✗
#7 Priest Cicada	✗	✗	✗	✗	✗	✗
#8 Evening Cicada	✗	✗	✗	✗	✗	✗
#9 Common Dragonfly	✗	✗	✗	✗	✗	✗
#10 Red Dragonfly	✗	✗	🟦	🟦	✗	✗
#11 Darner Dragonfly	✗	✗	✗	✗	✗	✗
#12 Banded Dragonfly	✗	✗	✗	✗	✗	✗
#13 Cricket	✗	✗	✗	✗	✗	✗
#14 Grasshopper	✗	✗	✗	✗	✗	✗
#15 Pine Cricket	✗	✗	✗	✗	✗	✗
#16 Bell Cricket	✗	✗	✗	✗	✗	✗
#17 Ladybug	✗	✗	🟦	🟥	✗	✗
#18 Spotted Ladybug	✗	✗	🟦	🟥	✗	✗
#19 Mantis	✗	✗	✗	✗	✗	✗
#20 Long Locust	✗	✗	✗	✗	✗	✗
#21 Migratory Locust	✗	✗	✗	✗	✗	✗
#22 Cockroach	🟩	🟩	🟩	🟩	🟩	🟩
#23 Bee	🟧	🟧	🟧	🟧	🟧	🟧
#24 Firefly	✗	✗	✗	✗	✗	✗
#25 Drone Beetle	✗	✗	✗	✗	✗	✗
#26 Longhorn Beetle	✗	✗	✗	✗	✗	✗
#27 Jewel Beetle	✗	✗	✗	✗	✗	✗
#28 Dynastid Beetle	✗	✗	✗	✗	✗	✗
#29 Flag Stag Beetle	✗	✗	✗	✗	✗	✗
#30 Saw Stag Beetle	✗	✗	✗	✗	✗	✗
#31 Mountain Beetle	✗	✗	✗	✗	✗	✗
#32 Giant Beetle	✗	✗	✗	✗	✗	✗
#33 Pondskater	✗	✗	✗	✗	✗	✗
#34 Ant	🟧	🟧	🟧	🟧	🟧	🟧
#35 Pillbug	🟥	🟥	🟥	🟥	🟥	🟥
#36 Mosquito	✗	✗	✗	✗	🟩	🟩
#37 Mole Cricket	🟩	🟩	🟩	🟩	🟩	🟩
#38 Spider	🟩	🟩	🟩	🟩	🟩	🟩
#39 Snail	🟥	🟥	🟥	🟥	🟥	🟥
#40 Bagworm	✗	✗	✗	✗	✗	✗

June

Name of Insect	Night—Late	Dawn	Day—Morning	Day—Afternoon	Evening	Night—Early
#1 Common Butterfly	✗	✗	🟦	🟥	✗	✗
#2 Yellow Butterfly	✗	✗	🟦	🟥	✗	✗
#3 Tiger Butterfly	✗	✗	🟥	🟩	✗	✗
#4 Purple Butterfly	✗	✗	🟩	🟩	✗	✗
#5 Brown Cicada	✗	✗	✗	✗	✗	✗
#6 Robust Cicada	✗	✗	✗	✗	✗	✗
#7 Priest Cicada	✗	✗	✗	✗	✗	✗
#8 Evening Cicada	✗	✗	✗	✗	✗	✗
#9 Common Dragonfly	✗	✗	✗	✗	✗	✗
#10 Red Dragonfly	✗	✗	🟦	🟦	✗	✗
#11 Darner Dragonfly	✗	✗	🟥	🟥	✗	✗
#12 Banded Dragonfly	✗	✗	✗	✗	✗	✗
#13 Cricket	✗	✗	✗	✗	✗	✗
#14 Grasshopper	✗	✗	✗	✗	✗	✗
#15 Pine Cricket	✗	✗	✗	✗	✗	✗
#16 Bell Cricket	✗	✗	✗	✗	✗	✗
#17 Ladybug	✗	✗	🟥	🟥	✗	✗
#18 Spotted Ladybug	✗	✗	🟥	🟥	✗	✗
#19 Mantis	✗	✗	✗	✗	✗	✗
#20 Long Locust	✗	✗	✗	✗	✗	✗
#21 Migratory Locust	✗	✗	✗	✗	✗	✗
#22 Cockroach	🟩	🟩	🟩	🟩	🟩	🟩
#23 Bee	🟧	🟧	🟧	🟧	🟧	🟧
#24 Firefly	🟦	✗	✗	✗	✗	🟪
#25 Drone Beetle	✗	✗	✗	✗	✗	✗
#26 Longhorn Beetle	✗	✗	🟥	🟥	✗	✗
#27 Jewel Beetle	✗	✗	✗	✗	✗	✗
#28 Dynastid Beetle	✗	✗	✗	✗	✗	✗
#29 Flag Stag Beetle	🟩	🟩	✗	✗	✗	🟩
#30 Saw Stag Beetle	✗	✗	✗	✗	✗	✗
#31 Mountain Beetle	✗	✗	✗	✗	✗	✗
#32 Giant Beetle	✗	✗	✗	✗	✗	✗
#33 Pondskater	✗	✗	🟥	🟥	🟥	✗
#34 Ant	🟧	🟧	🟧	🟧	🟧	🟧
#35 Pillbug	🟥	🟥	🟥	🟥	🟥	🟥
#36 Mosquito	✗	✗	✗	✗	🟥	🟥
#37 Mole Cricket	✗	✗	✗	✗	✗	✗
#38 Spider	🟩	🟩	🟩	🟩	🟩	🟩
#39 Snail	🟥	🟥	🟥	🟥	🟥	🟥
#40 Bagworm	✗	✗	✗	✗	✗	✗

July

Name of Insect	Night—Late	Dawn	Day—Morning	Day—Afternoon	Evening	Night—Early
#1 Common Butterfly	✗	✗	🟩	🟩	✗	✗
#2 Yellow Butterfly	✗	✗	🟩	🟩	✗	✗
#3 Tiger Butterfly	✗	✗	🟩	🟩	✗	✗
#4 Purple Butterfly	✗	✗	🟩	🟩	✗	✗
#5 Brown Cicada	✗	✗	🟦	🟩	✗	✗
#6 Robust Cicada	✗	✗	🟦	✗	✗	✗
#7 Priest Cicada	✗	✗	🟥	✗	✗	✗
#8 Evening Cicada	✗	🟦	✗	🟦	🟪	✗
#9 Common Dragonfly	✗	✗	✗	✗	✗	✗
#10 Red Dragonfly	✗	✗	🟥	🟥	✗	✗
#11 Darner Dragonfly	✗	✗	🟥	🟥	✗	✗
#12 Banded Dragonfly	✗	✗	🟥	🟥	✗	✗
#13 Cricket	✗	✗	✗	✗	✗	✗
#14 Grasshopper	✗	✗	✗	✗	✗	✗
#15 Pine Cricket	✗	✗	✗	✗	✗	✗
#16 Bell Cricket	✗	✗	✗	✗	✗	✗
#17 Ladybug	✗	✗	🟩	🟩	✗	✗
#18 Spotted Ladybug	✗	✗	🟩	🟩	✗	✗
#19 Mantis	✗	✗	✗	✗	✗	✗
#20 Long Locust	✗	✗	✗	✗	✗	✗
#21 Migratory Locust	✗	✗	✗	✗	✗	✗
#22 Cockroach	🟩	🟩	🟩	🟩	🟩	🟩
#23 Bee	🟧	🟧	🟧	🟧	🟧	🟧
#24 Firefly	✗	✗	✗	✗	✗	✗
#25 Drone Beetle	🟥	🟥	🟥	🟥	🟥	🟥
#26 Longhorn Beetle	✗	✗	🟥	🟥	✗	✗
#27 Jewel Beetle	✗	✗	🟩	✗	✗	✗
#28 Dynastid Beetle	🟥	🟥	✗	✗	✗	🟥
#29 Flag Stag Beetle	🟥	🟥	✗	✗	✗	✗
#30 Saw Stag Beetle	🟥	🟥	✗	✗	✗	✗
#31 Mountain Beetle	🟥	🟥	✗	✗	✗	✗
#32 Giant Beetle	🟩	🟩	✗	✗	✗	✗
#33 Pondskater	✗	✗	🟥	🟥	🟥	✗
#34 Ant	🟧	🟧	🟧	🟧	🟧	🟧
#35 Pillbug	🟥	🟥	🟥	🟥	🟥	🟥
#36 Mosquito	✗	✗	✗	✗	🟦	🟦
#37 Mole Cricket	✗	✗	✗	✗	✗	✗
#38 Spider	🟩	🟩	🟩	🟩	🟩	🟩
#39 Snail	🟥	🟥	🟥	🟥	🟥	🟥
#40 Bagworm	✗	✗	✗	✗	✗	✗

August

Name of Insect	Night—Late	Dawn	Day—Morning	Day—Afternoon	Evening	Night—Early
#1 Common Butterfly	✗	✗	🟩	🟩	✗	✗
#2 Yellow Butterfly	✗	✗	🟩	🟩	✗	✗
#3 Tiger Butterfly	✗	✗	🟩	🟩	✗	✗
#4 Purple Butterfly	✗	✗	🟩	🟩	✗	✗
#5 Brown Cicada	✗	✗	🟦	🟩	✗	✗
#6 Robust Cicada	✗	✗	🟦	✗	✗	✗
#7 Priest Cicada	✗	✗	🟥	✗	✗	✗
#8 Evening Cicada	✗	🟦	✗	🟦	🟪	✗
#9 Common Dragonfly	✗	✗	✗	✗	✗	✗
#10 Red Dragonfly	✗	✗	✗	✗	✗	✗
#11 Darner Dragonfly	✗	✗	🟥	🟥	✗	✗
#12 Banded Dragonfly	✗	✗	🟥	🟥	✗	✗
#13 Cricket	✗	✗	✗	✗	✗	✗
#14 Grasshopper	✗	✗	🟥	🟥	✗	✗
#15 Pine Cricket	✗	✗	✗	✗	✗	✗
#16 Bell Cricket	✗	✗	✗	✗	✗	✗
#17 Ladybug	✗	✗	✗	✗	✗	✗
#18 Spotted Ladybug	✗	✗	✗	✗	✗	✗
#19 Mantis	✗	✗	🟥	🟥	✗	✗
#20 Long Locust	✗	✗	🟩	🟩	🟩	✗
#21 Migratory Locust	✗	✗	✗	✗	✗	✗
#22 Cockroach	🟩	🟩	🟩	🟩	🟩	🟩
#23 Bee	🟧	🟧	🟧	🟧	🟧	🟧
#24 Firefly	✗	✗	✗	✗	✗	✗
#25 Drone Beetle	🟥	🟥	🟥	🟥	🟥	🟥
#26 Longhorn Beetle	✗	✗	🟩	🟩	✗	✗
#27 Jewel Beetle	✗	✗	🟩	✗	✗	✗
#28 Dynastid Beetle	🟥	🟥	✗	✗	✗	🟥
#29 Flag Stag Beetle	🟥	🟥	✗	✗	✗	🟥
#30 Saw Stag Beetle	🟥	🟥	✗	✗	✗	🟥
#31 Mountain Beetle	🟥	🟥	✗	✗	✗	🟥
#32 Giant Beetle	🟩	🟩	✗	✗	✗	✗
#33 Pondskater	✗	✗	🟥	🟥	🟥	✗
#34 Ant	🟧	🟧	🟧	🟧	🟧	🟧
#35 Pillbug	🟥	🟥	🟥	🟥	🟥	🟥
#36 Mosquito	✗	✗	✗	✗	🟦	🟦
#37 Mole Cricket	✗	✗	✗	✗	✗	✗
#38 Spider	🟩	🟩	🟩	🟩	🟩	🟩
#39 Snail	🟥	🟥	🟥	🟥	🟥	🟥
#40 Bagworm	✗	✗	✗	✗	✗	✗

September

Name of Insect	Night—Late	Dawn	Day—Morning	Day—Afternoon	Evening	Night—Early
#1 Common Butterfly	✗	✗	🟩	✗	✗	✗
#2 Yellow Butterfly	✗	✗	🟩	✗	✗	✗
#3 Tiger Butterfly	✗	✗	🟩	✗	✗	✗
#4 Purple Butterfly	✗	✗	✗	✗	✗	✗
#5 Brown Cicada	✗	✗	✗	✗	✗	✗
#6 Robust Cicada	✗	✗	✗	✗	✗	✗
#7 Priest Cicada	✗	✗	🟥	✗	✗	✗
#8 Evening Cicada	✗	✗	✗	✗	✗	✗
#9 Common Dragonfly	✗	✗	🟥	🟪	🟥	✗
#10 Red Dragonfly	✗	✗	✗	✗	✗	✗
#11 Darner Dragonfly	✗	✗	✗	✗	✗	✗
#12 Banded Dragonfly	✗	✗	✗	✗	✗	✗
#13 Cricket	🟪	🟦	✗	✗	🟦	🟪
#14 Grasshopper	✗	✗	🟦	🟥	✗	✗
#15 Pine Cricket	🟦	🟥	✗	✗	🟥	🟦
#16 Bell Cricket	🟦	🟩	✗	✗	🟩	🟦
#17 Ladybug	✗	✗	✗	✗	✗	✗
#18 Spotted Ladybug	✗	✗	✗	✗	✗	✗
#19 Mantis	✗	✗	🟦	🟥	✗	✗
#20 Long Locust	✗	✗	🟦	🟥	🟥	✗
#21 Migratory Locust	✗	✗	🟦	🟥	🟥	✗
#22 Cockroach	🟩	🟩	🟩	🟩	🟩	🟩
#23 Bee	🟧	🟧	🟧	🟧	🟧	🟧
#24 Firefly	✗	✗	✗	✗	✗	✗
#25 Drone Beetle	✗	✗	✗	✗	✗	✗
#26 Longhorn Beetle	✗	✗	✗	✗	✗	✗
#27 Jewel Beetle	✗	✗	✗	✗	✗	✗
#28 Dynastid Beetle	✗	✗	✗	✗	✗	✗
#29 Flag Stag Beetle	✗	✗	✗	✗	✗	✗
#30 Saw Stag Beetle	✗	✗	✗	✗	✗	✗
#31 Mountain Beetle	✗	✗	✗	✗	✗	✗
#32 Giant Beetle	✗	✗	✗	✗	✗	✗
#33 Pondskater	✗	✗	🟩	🟥	🟥	✗
#34 Ant	🟧	🟧	🟧	🟧	🟧	🟧
#35 Pillbug	🟥	🟥	🟥	🟥	🟥	🟥
#36 Mosquito	✗	✗	✗	✗	🟥	🟩
#37 Mole Cricket	✗	✗	✗	✗	✗	✗
#38 Spider	🟩	🟩	🟩	🟩	🟩	🟩
#39 Snail	🟥	🟥	🟥	🟥	🟥	🟥
#40 Bagworm	✗	✗	✗	✗	✗	✗

October

Name of Insect	Night—Late	Dawn	Day—Morning	Day—Afternoon	Evening	Night—Early
#1 Common Butterfly	✗	✗	🟩	✗	✗	✗
#2 Yellow Butterfly	✗	✗	🟩	✗	✗	✗
#3 Tiger Butterfly	✗	✗	✗	✗	✗	✗
#4 Purple Butterfly	✗	✗	✗	✗	✗	✗
#5 Brown Cicada	✗	✗	✗	✗	✗	✗
#6 Robust Cicada	✗	✗	✗	✗	✗	✗
#7 Priest Cicada	✗	✗	✗	✗	✗	✗
#8 Evening Cicada	✗	✗	✗	✗	✗	✗
#9 Common Dragonfly	✗	✗	🟥	🟪	🟥	✗
#10 Red Dragonfly	✗	✗	✗	✗	✗	✗
#11 Darner Dragonfly	✗	✗	✗	✗	✗	✗
#12 Banded Dragonfly	✗	✗	✗	✗	✗	✗
#13 Cricket	🟦	🟥	✗	✗	🟥	🟦
#14 Grasshopper	✗	✗	✗	✗	✗	✗
#15 Pine Cricket	🟦	🟥	✗	✗	🟥	🟦
#16 Bell Cricket	🟥	🟩	✗	✗	🟩	🟥
#17 Ladybug	✗	✗	🟥	🟥	✗	✗
#18 Spotted Ladybug	✗	✗	🟥	🟥	✗	✗
#19 Mantis	✗	✗	🟥	🟥	✗	✗
#20 Long Locust	✗	✗	🟦	🟥	🟥	✗
#21 Migratory Locust	✗	✗	🟦	🟥	🟥	✗
#22 Cockroach	🟩	🟩	🟩	🟩	🟩	🟩
#23 Bee	🟧	🟧	🟧	🟧	🟧	🟧
#24 Firefly	✗	✗	✗	✗	✗	✗
#25 Drone Beetle	✗	✗	✗	✗	✗	✗
#26 Longhorn Beetle	✗	✗	✗	✗	✗	✗
#27 Jewel Beetle	✗	✗	✗	✗	✗	✗
#28 Dynastid Beetle	✗	✗	✗	✗	✗	✗
#29 Flag Stag Beetle	✗	✗	✗	✗	✗	✗
#30 Saw Stag Beetle	✗	✗	✗	✗	✗	✗
#31 Mountain Beetle	✗	✗	✗	✗	✗	✗
#32 Giant Beetle	✗	✗	✗	✗	✗	✗
#33 Pondskater	✗	✗	✗	✗	✗	✗
#34 Ant	🟧	🟧	🟧	🟧	🟧	🟧
#35 Pillbug	🟥	🟥	🟥	🟥	🟥	🟥
#36 Mosquito	✗	✗	✗	✗	✗	✗
#37 Mole Cricket	✗	✗	✗	✗	✗	✗
#38 Spider	✗	✗	✗	✗	✗	✗
#39 Snail	✗	✗	✗	✗	✗	✗
#40 Bagworm	🟩	🟩	🟩	🟩	🟩	🟩

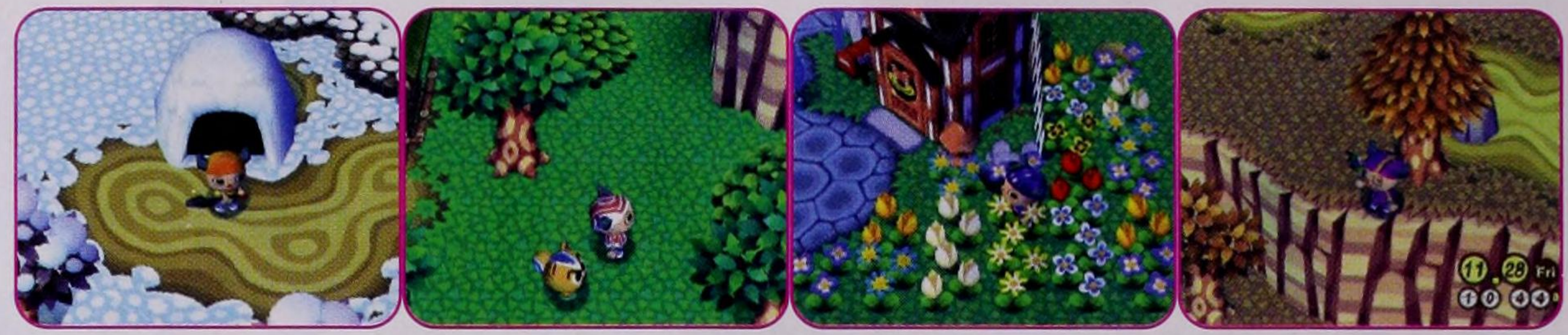
November

Name of Insect	Night—Late	Dawn	Day—Morning	Day—Afternoon	Evening	Night—Early
#1 Common Butterfly	✗	✗	✗	✗	✗	✗
#2 Yellow Butterfly	✗	✗	✗	✗	✗	✗
#3 Tiger Butterfly	✗	✗	✗	✗	✗	✗
#4 Purple Butterfly	✗	✗	✗	✗	✗	✗
#5 Brown Cicada	✗	✗	✗	✗	✗	✗
#6 Robust Cicada	✗	✗	✗	✗	✗	✗
#7 Priest Cicada	✗	✗	✗	✗	✗	✗
#8 Evening Cicada	✗	✗	✗	✗	✗	✗
#9 Common Dragonfly	✗	✗	✗	✗	✗	✗
#10 Red Dragonfly	✗	✗	✗	✗	✗	✗
#11 Darner Dragonfly	✗	✗	✗	✗	✗	✗
#12 Banded Dragonfly	✗	✗	✗	✗	✗	✗
#13 Cricket	🟥	🟩	✗	✗	🟩	🟥
#14 Grasshopper	✗	✗	✗	✗	✗	✗
#15 Pine Cricket	✗	✗	✗	✗	✗	✗
#16 Bell Cricket	✗	✗	✗	✗	✗	✗
#17 Ladybug	✗	✗	✗	✗	✗	✗
#18 Spotted Ladybug	✗	✗	✗	✗	✗	✗
#19 Mantis	✗	✗	✗	✗	✗	✗
#20 Long Locust	✗	✗	🟥	🟥	✗	✗
#21 Migratory Locust	✗	✗	🟥	🟥	✗	✗
#22 Cockroach	5 🟩	🟩	🟩	🟩	🟩	🟩
#23 Bee	🟧	🟧	🟧	🟧	🟧	🟧
#24 Firefly	✗	✗	✗	✗	✗	✗
#25 Drone Beetle	✗	✗	✗	✗	✗	✗
#26 Longhorn Beetle	✗	✗	✗	✗	✗	✗
#27 Jewel Beetle	✗	✗	✗	✗	✗	✗
#28 Dynastid Beetle	✗	✗	✗	✗	✗	✗
#29 Flag Stag Beetle	✗	✗	✗	✗	✗	✗
#30 Saw Stag Beetle	✗	✗	✗	✗	✗	✗
#31 Mountain Beetle	✗	✗	✗	✗	✗	✗
#32 Giant Beetle	✗	✗	✗	✗	✗	✗
#33 Pondskater	✗	✗	✗	✗	✗	✗
#34 Ant	🟧	🟧	🟧	🟧	🟧	🟧
#35 Pillbug	🟥	🟥	🟥	🟥	🟥	🟥
#36 Mosquito	✗	✗	✗	✗	✗	✗
#37 Mole Cricket	🟩	🟩	🟩	🟩	🟩	🟩
#38 Spider	✗	✗	✗	✗	✗	✗
#39 Snail	✗	✗	✗	✗	✗	✗
#40 Bagworm	🟩	🟩	🟩	🟩	🟩	🟩

December

Name of Insect	Night—Late	Dawn	Day—Morning	Day—Afternoon	Evening	Night—Early
#1 Common Butterfly	✗	✗	✗	✗	✗	✗
#2 Yellow Butterfly	✗	✗	✗	✗	✗	✗
#3 Tiger Butterfly	✗	✗	✗	✗	✗	✗
#4 Purple Butterfly	✗	✗	✗	✗	✗	✗
#5 Brown Cicada	✗	✗	✗	✗	✗	✗
#6 Robust Cicada	✗	✗	✗	✗	✗	✗
#7 Priest Cicada	✗	✗	✗	✗	✗	✗
#8 Evening Cicada	✗	✗	✗	✗	✗	✗
#9 Common Dragonfly	✗	✗	✗	✗	✗	✗
#10 Red Dragonfly	✗	✗	✗	✗	✗	✗
#11 Darner Dragonfly	✗	✗	✗	✗	✗	✗
#12 Banded Dragonfly	✗	✗	✗	✗	✗	✗
#13 Cricket	✗	✗	✗	✗	✗	✗
#14 Grasshopper	✗	✗	✗	✗	✗	✗
#15 Pine Cricket	✗	✗	✗	✗	✗	✗
#16 Bell Cricket	✗	✗	✗	✗	✗	✗
#17 Ladybug	✗	✗	✗	✗	✗	✗
#18 Spotted Ladybug	✗	✗	✗	✗	✗	✗
#19 Mantis	✗	✗	✗	✗	✗	✗
#20 Long Locust	✗	✗	✗	✗	✗	✗
#21 Migratory Locust	✗	✗	✗	✗	✗	✗
#22 Cockroach	✗	✗	✗	✗	✗	✗
#23 Bee	🟧	🟧	🟧	🟧	🟧	🟧
#24 Firefly	✗	✗	✗	✗	✗	✗
#25 Drone Beetle	✗	✗	✗	✗	✗	✗
#26 Longhorn Beetle	✗	✗	✗	✗	✗	✗
#27 Jewel Beetle	✗	✗	✗	✗	✗	✗
#28 Dynastid Beetle	✗	✗	✗	✗	✗	✗
#29 Flag Stag Beetle	✗	✗	✗	✗	✗	✗
#30 Saw Stag Beetle	✗	✗	✗	✗	✗	✗
#31 Mountain Beetle	✗	✗	✗	✗	✗	✗
#32 Giant Beetle	✗	✗	✗	✗	✗	✗
#33 Pondskater	✗	✗	✗	✗	✗	✗
#34 Ant	🟧	🟧	🟧	🟧	🟧	🟧
#35 Pillbug	🟥	🟥	🟥	🟥	🟥	🟥
#36 Mosquito	✗	✗	✗	✗	✗	✗
#37 Mole Cricket	🟥	🟥	🟥	🟥	🟥	🟥
#38 Spider	✗	✗	✗	✗	✗	✗
#39 Snail	✗	✗	✗	✗	✗	✗
#40 Bagworm	🟩	🟩	🟩	🟩	🟩	🟩

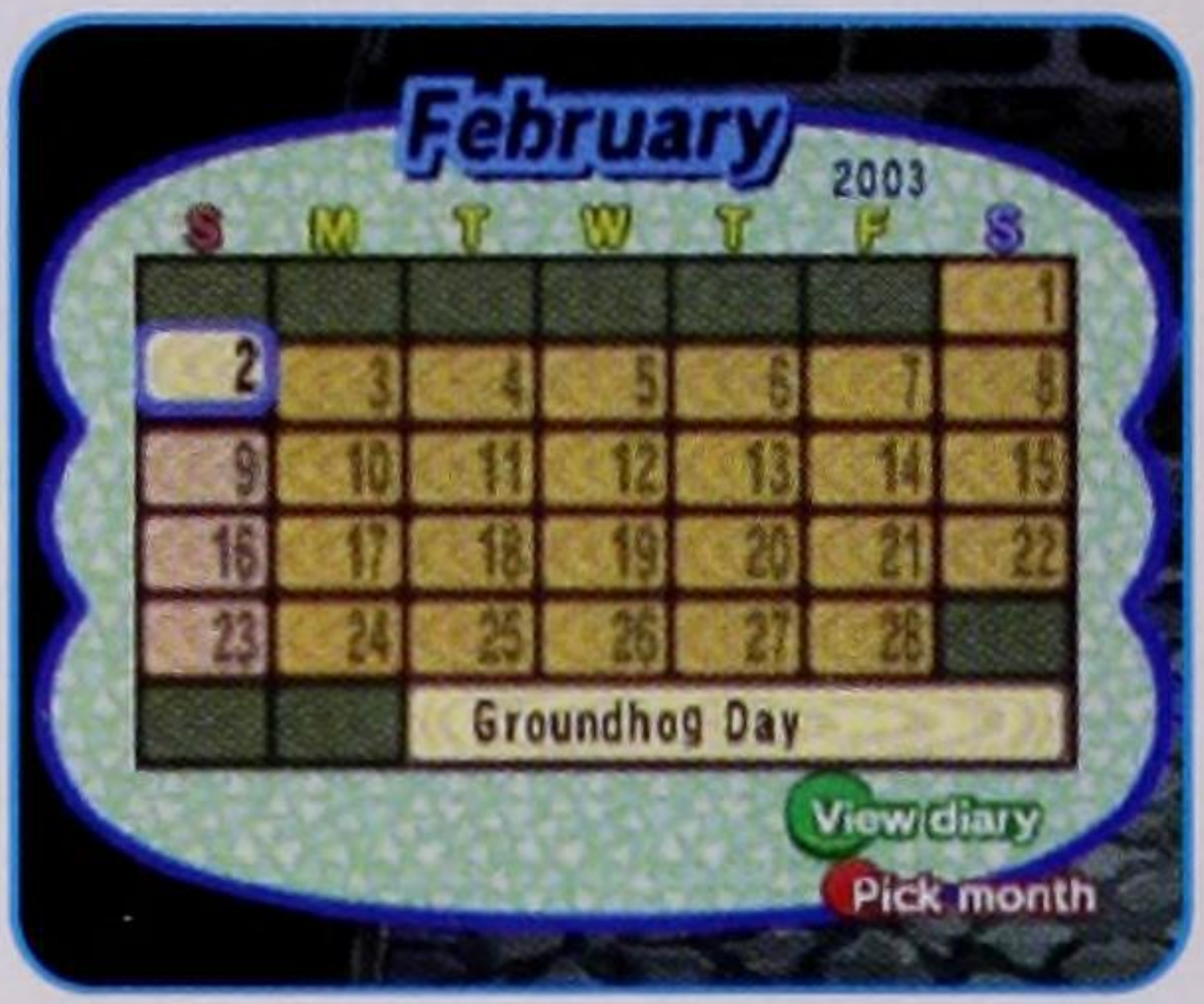
A Year in the Life—365 Town Days



As you can see from these winter, spring, summer, and fall pictures on the right, the colors of the landscape and trees change dramatically throughout the year. One of the keys to the game is to play through an entire 365 days! Can you do it? We've given you some tips and help, marking out each of the months, and we've included calendar spaces for you to mark down days of interest for you!

Although there are loads of different events, some are only on specific days, and some are only on specific hours! Plan your day so you don't miss a thing!

Most of the calendar shows the events that occur specifically on each month, but we've also included reminders for events that occur one day a week or randomly (such as Joan the Turnip lady, or Gracie appearing), so you don't forget to enjoy the full fun of the game!

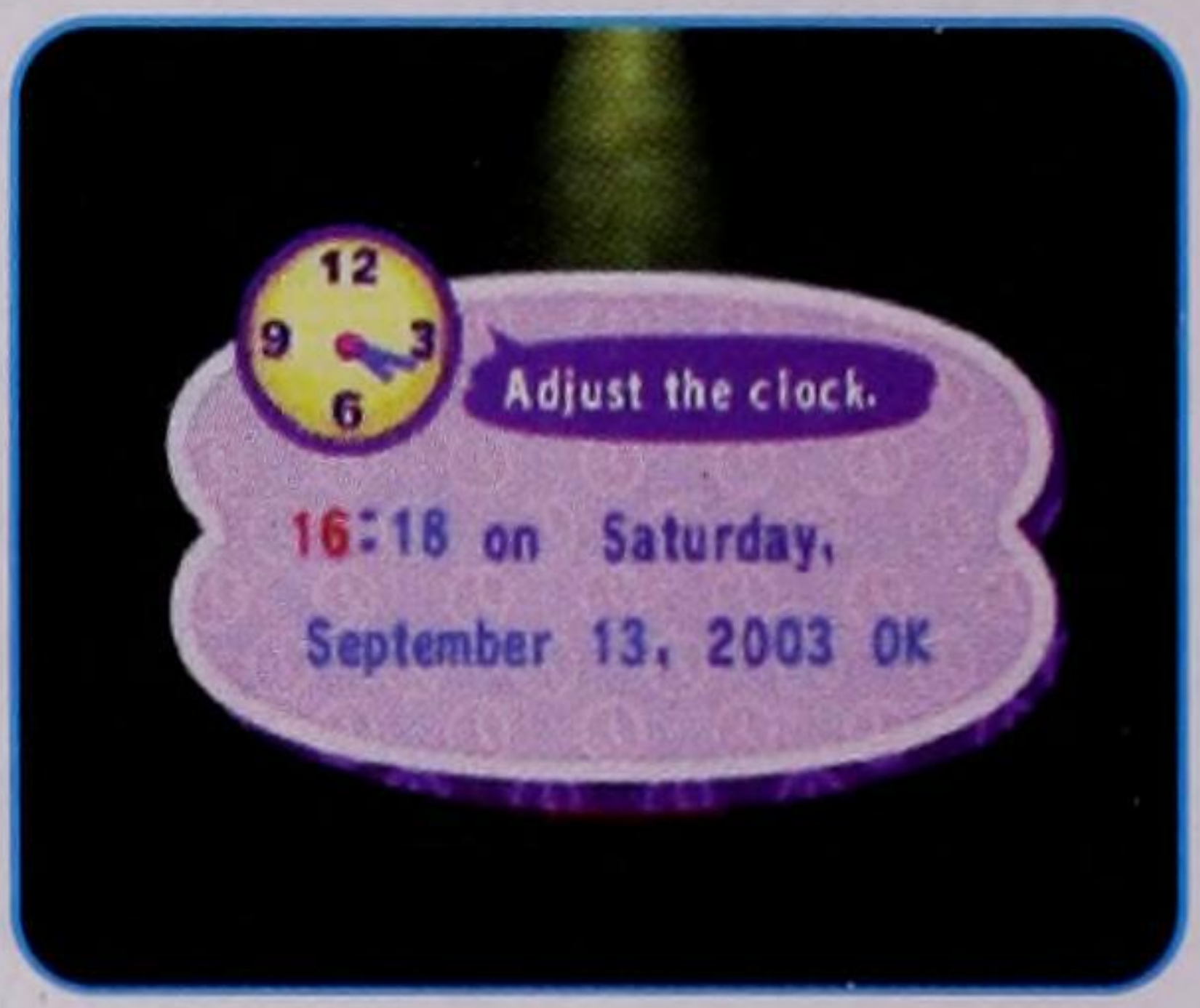


All of the major events in the year of this town are highlighted in any of the Diaries that you use in the game, so check these as a quick reference if you're unsure about a particular month! It isn't as quick as this calendar, but special days are marked.

0 0 0 0
1.1 Thu
12 00 am

We included a calendar for the year 2003, because you'll be playing the game for most of this year. Remember about September to December of 2002 though, because even though the dates for these events are the same, the day of the week will be different. So you've got the rest of 2002 and all of 2003 in calendar form to help you!

Finally, don't worry about completing every single item on this calendar—sometimes the events that take place in town are just for fun, and prizes aren't awarded. Other times, you'll have to wait around for something to happen, so don't get bored!



If all else fails, and you miss the Harvest Moon Festival by a day, you can always turn back (or move forward) the internal Nintendo GameCube clock or the in-game clock.

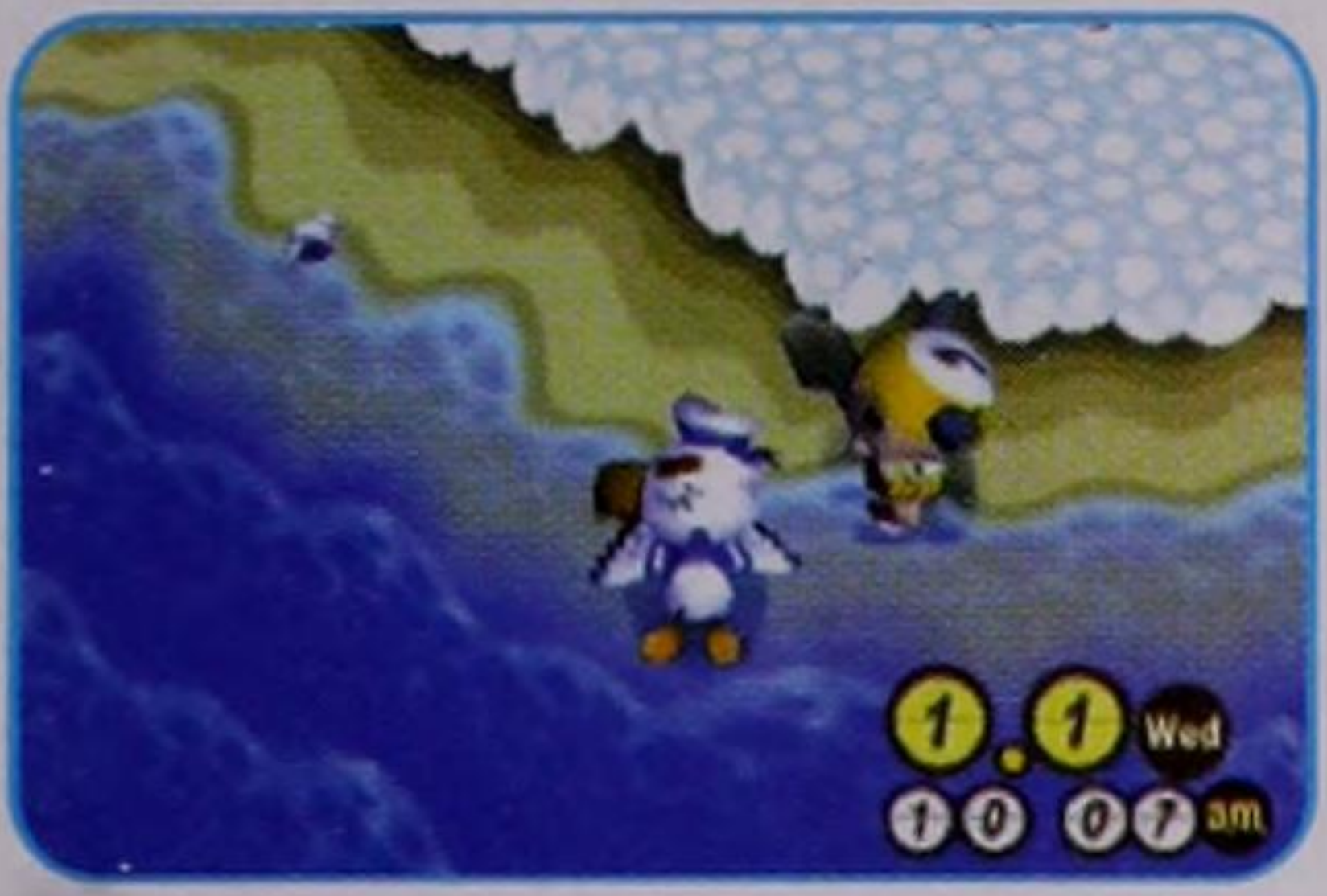
Events to Watch Out for During the Month

6.1 Sun
10 07 am

We're including all of the dates where something specific happens during each month. But that's not all! Lots of random events happen, and you've got to be on your toes to find them!

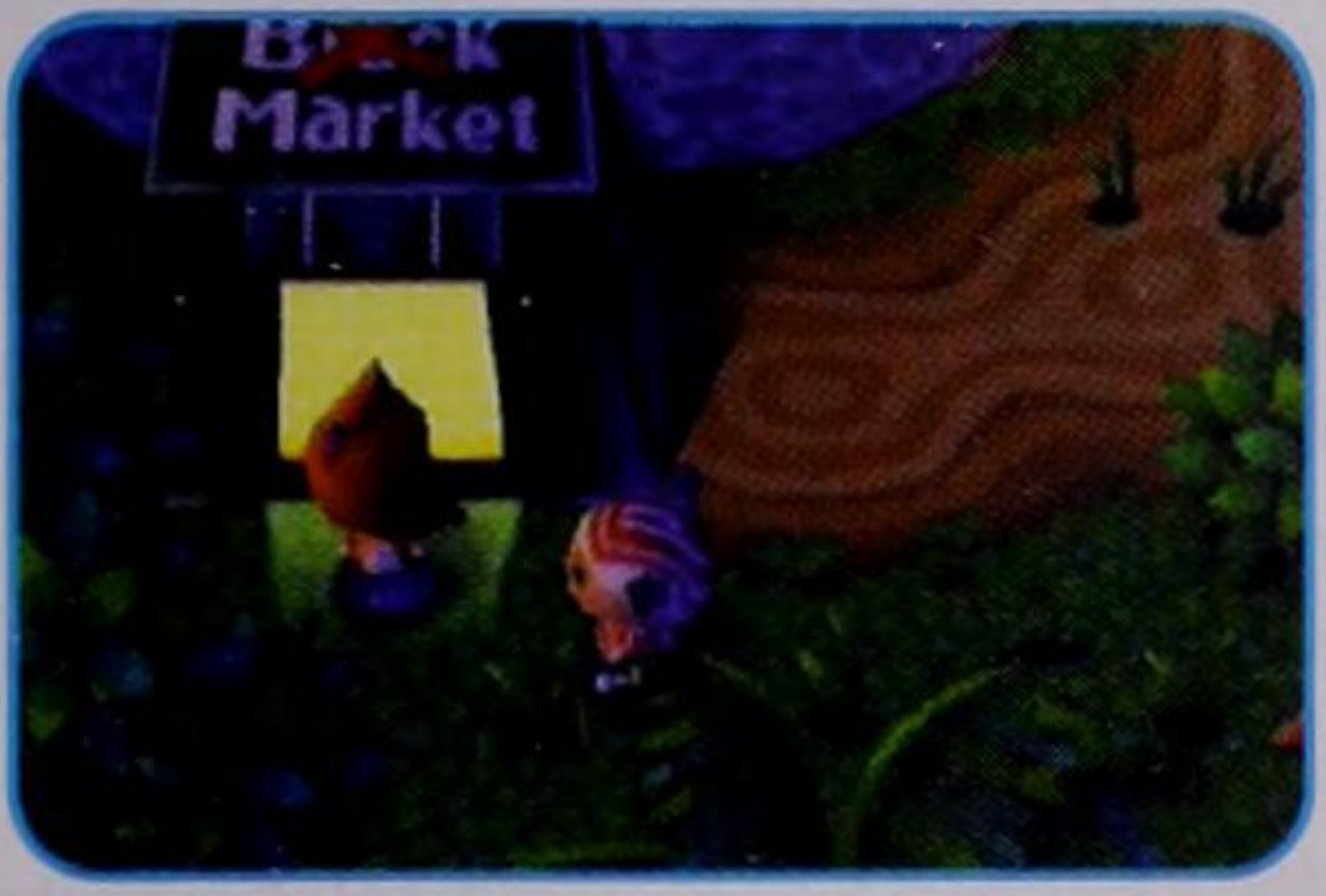
We've told you all about each event earlier, but here's a short list of extra inhabitants to expect to bump into! Get a hint on each of these characters' locations and when they're going to appear from Copper at the Police Station.

Gulliver



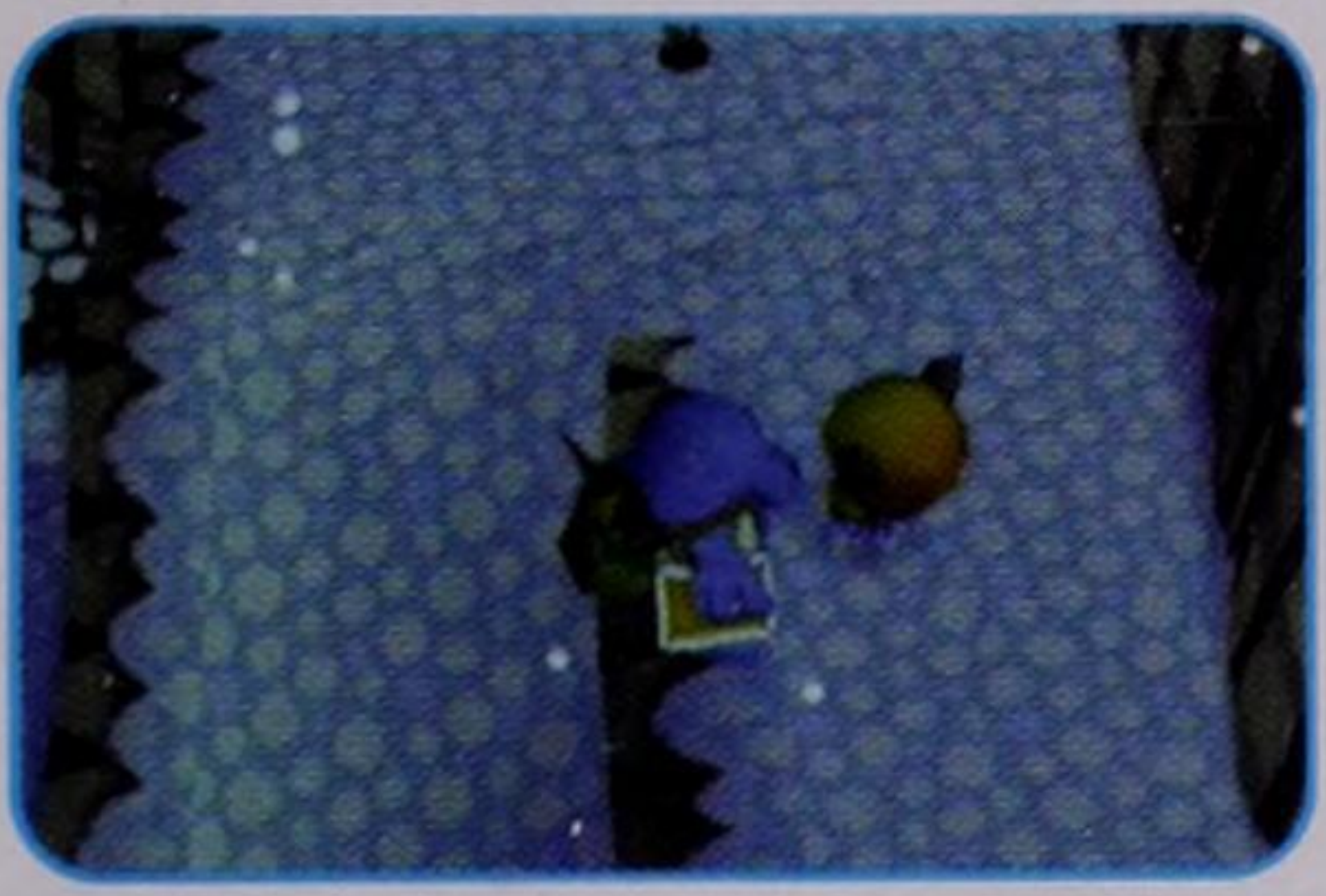
Appears: *Randomly*
Time: *06:00—24:00*
Events: *Keep talking to him to wake him up for a prize.*

Crazy Redd



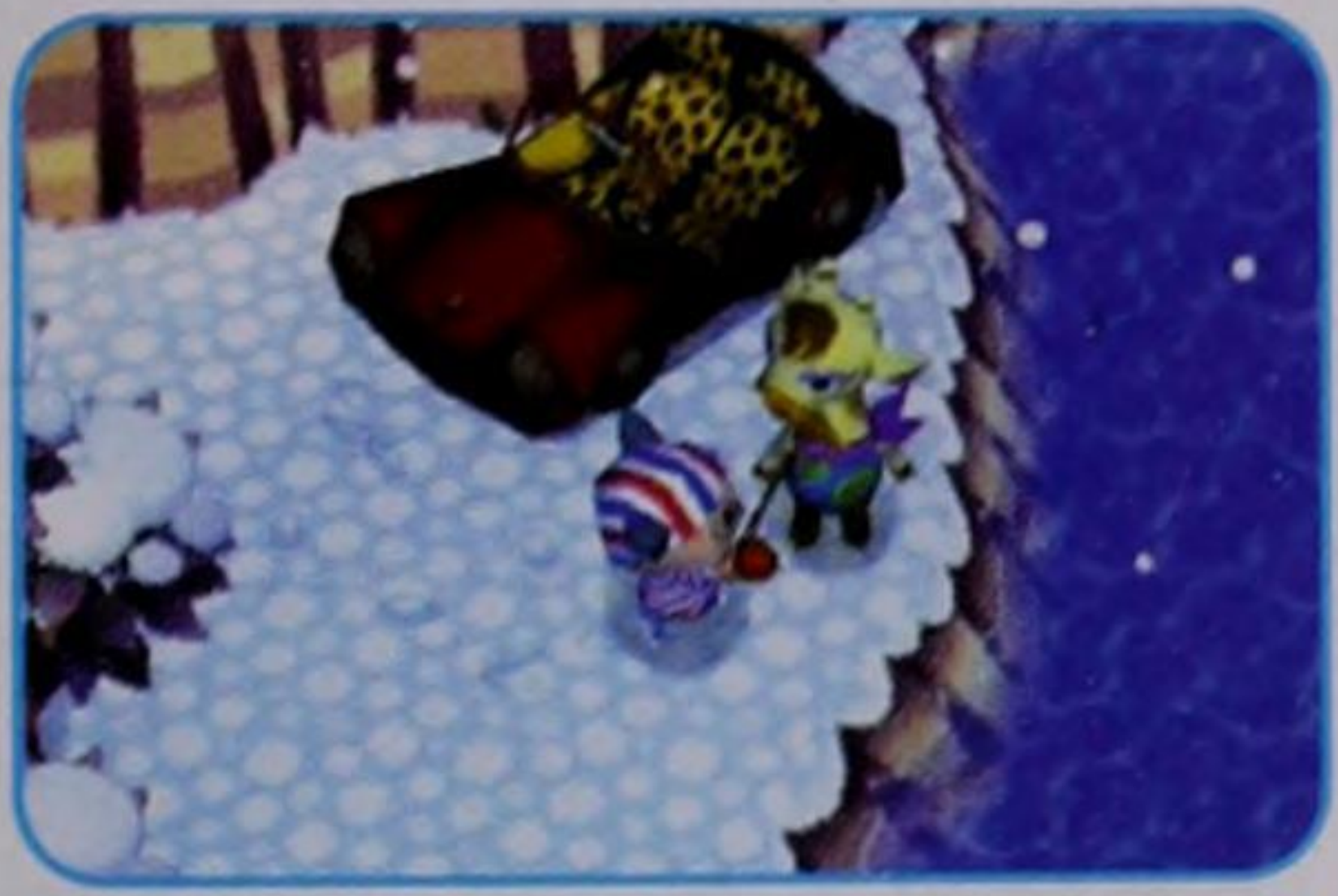
Appears: *Randomly*
Time: *18:00-18:00*
Events: *Purchase outrageously priced but unique items from his shop.*

Wendell



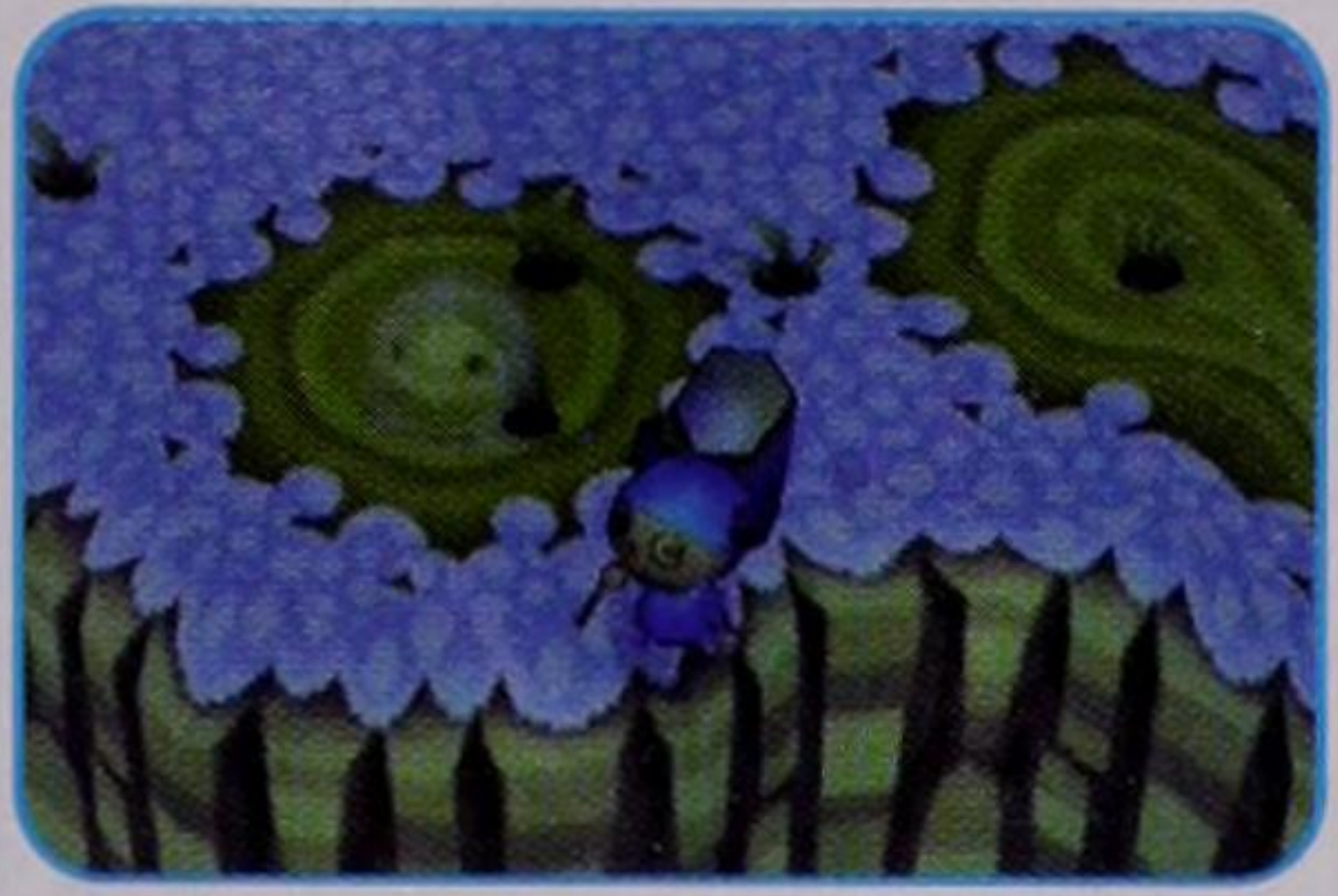
Appears: *Randomly*
Time: *06:00-06:00*
Events: *Feed him a big fish and he grants you a unique wallpaper.*

Gracie



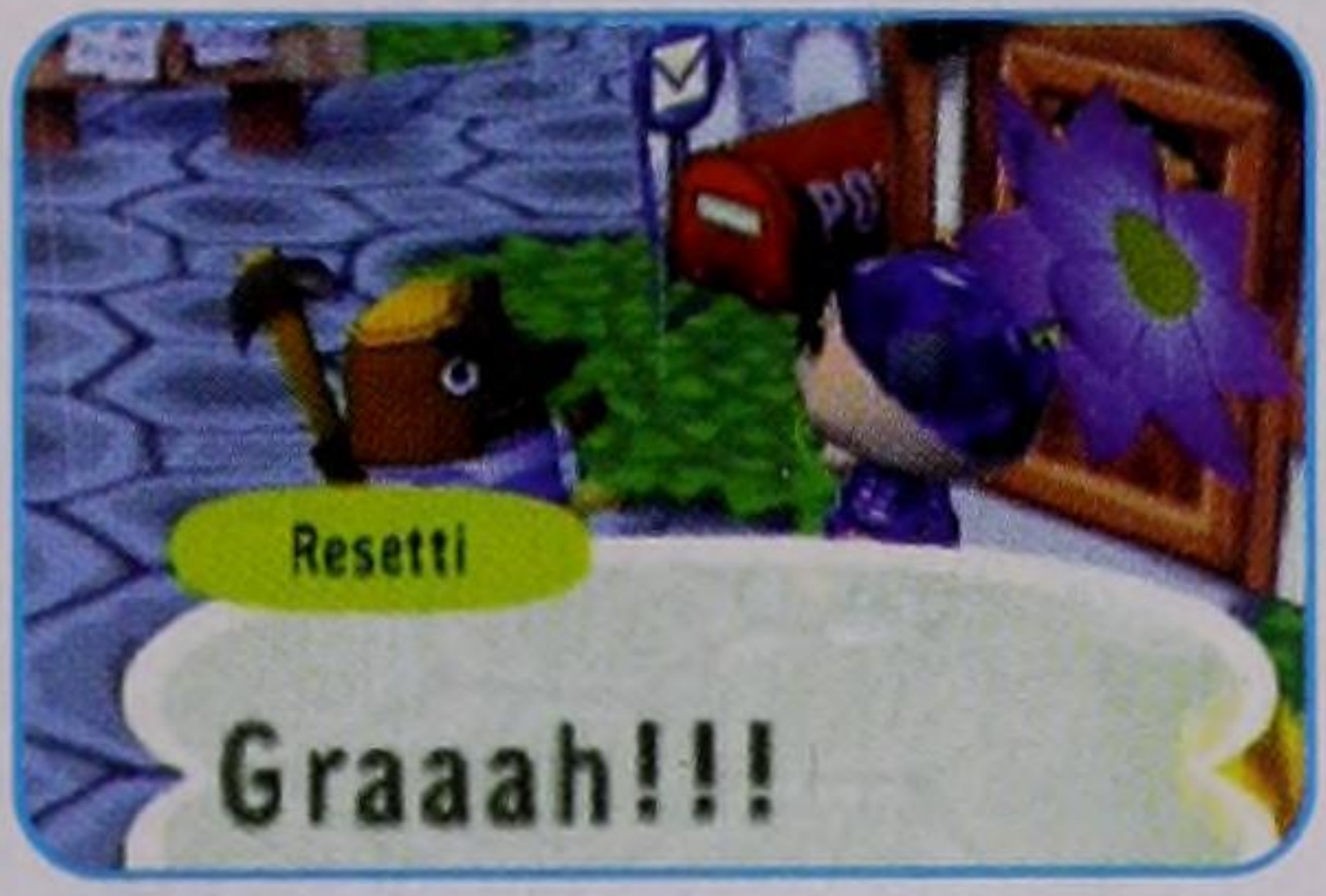
Appears: *Randomly during "illegally parked car" police sting*
Time: *06:00-06:00*
Events: *Wash her car quickly and choose a stylish and unique shirt.*

Whisp



Appears: *Every night*
Time: *00:00-04:00*
Events: *Asks you to capture five spirits before 4 a.m. If you are successful, he awards a choice of three prizes: weed removal, roof painting, or a present.*

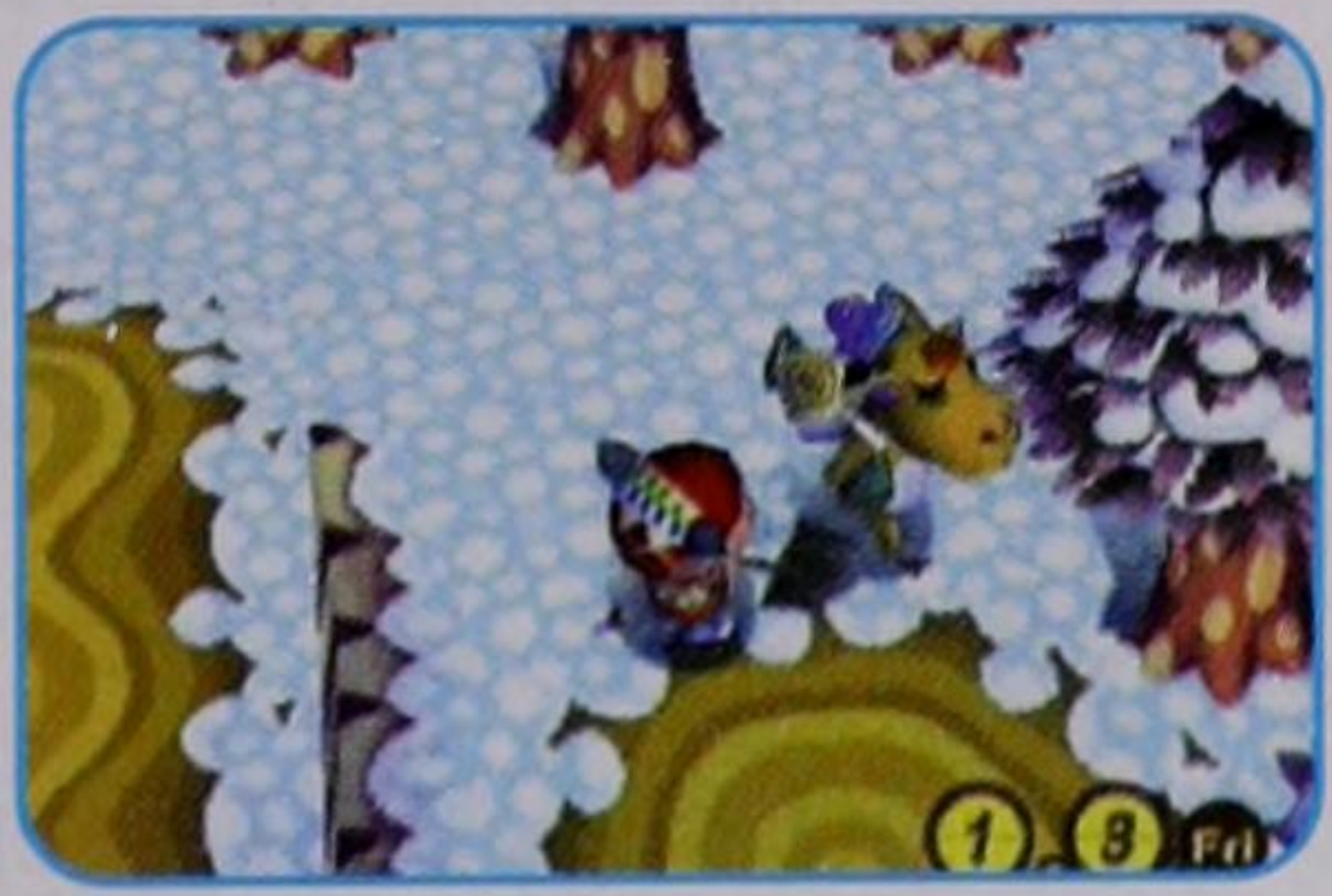
Mr. Resetti and Mr. Racketti



Graaah!!!

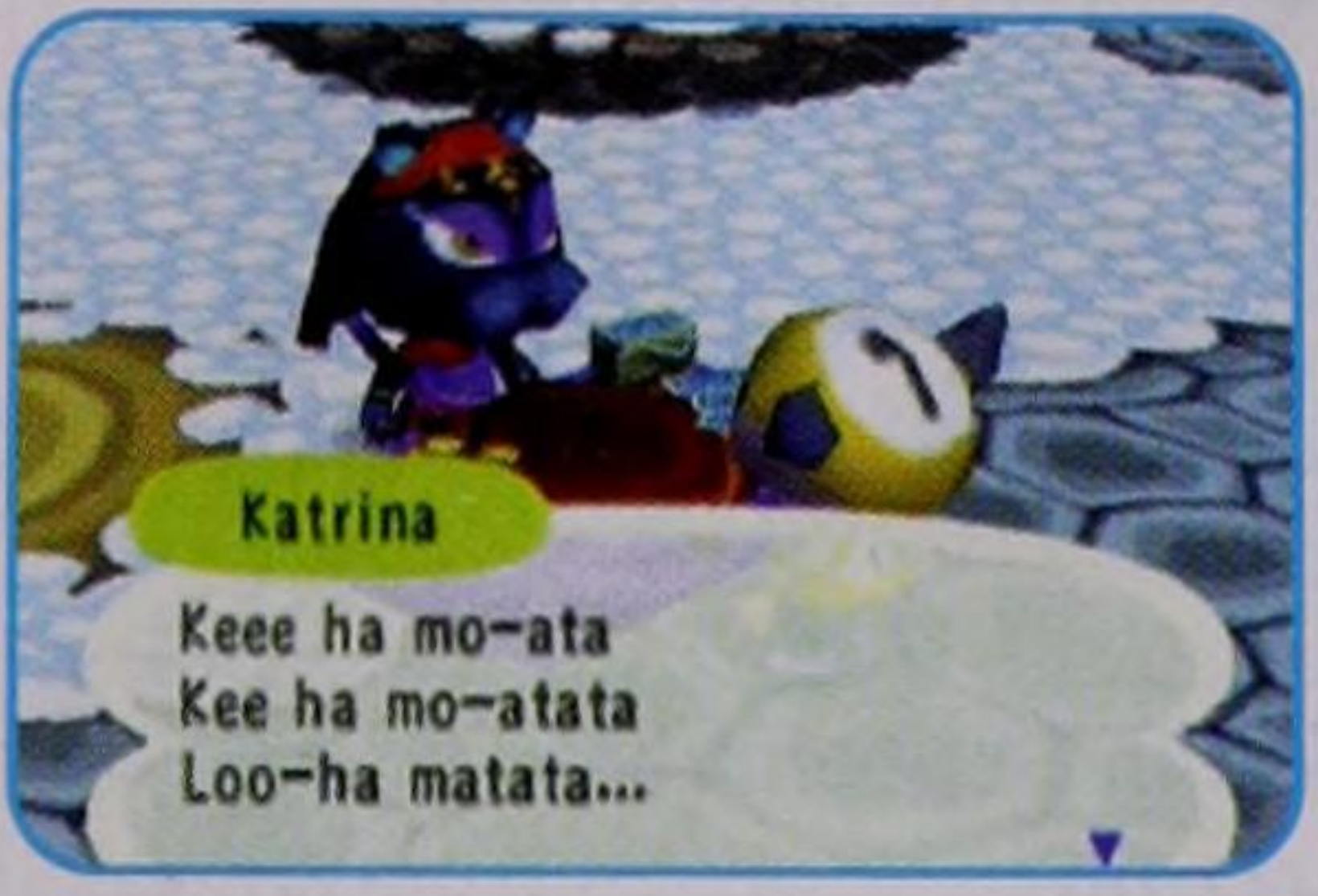
Appears: *When you return to a game after resetting*
Time: *As soon as you emerge from your house*
Events: *A verbal tongue-lashing and increasing annoyance if you keep resetting your game!*

Saharah



Appears: *Randomly*
Time: *06:00-06:00*
Events: *Offers unique carpets at expensive prices.*

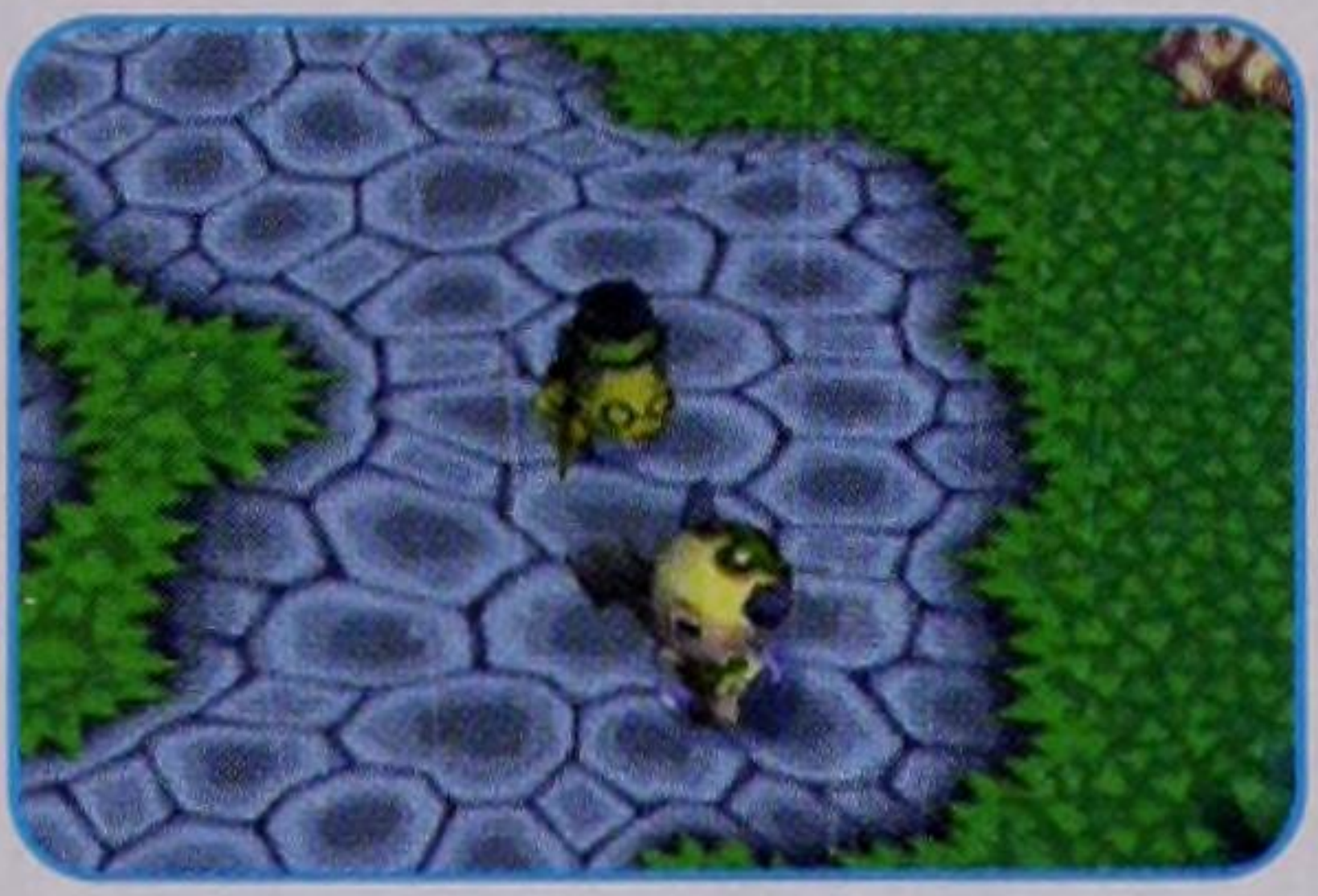
Katrina



Keee ha mo-ata
Kee ha mo-atata
Loo-ha matata...

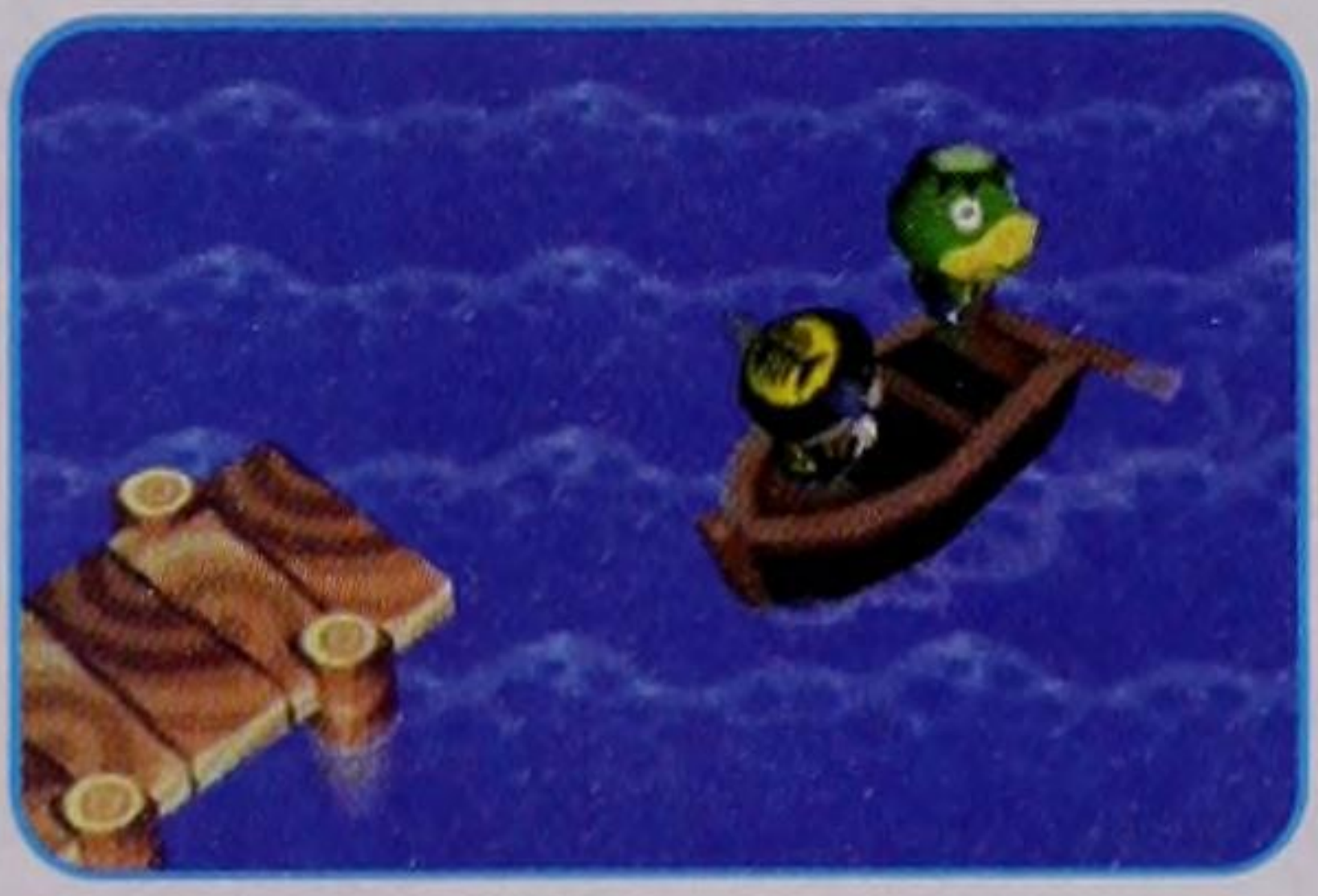
Appears: *Randomly*
Time: *21:00-21:00*
Events: *Tells your fortune once you cross her palm with Bells. This can affect your luck and character interactions.*

Tortimer



Appears: *Randomly*
Time: *Varies*
Events: *As well as hosting many festivals and events, Tortimer also randomly goes on vacation. If you help with his chores while he's away, you'll receive a rare item.*

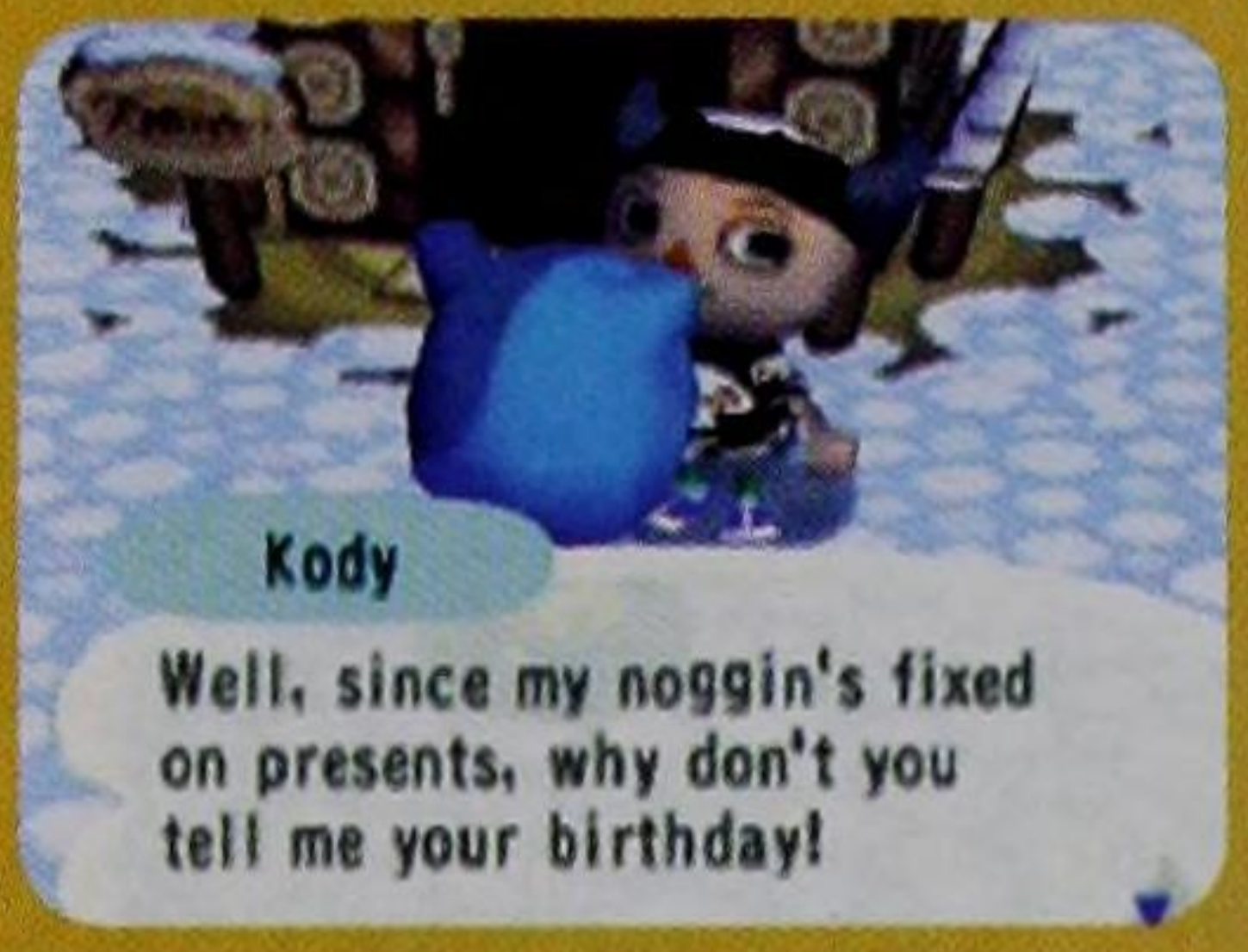
Kapp'n



Appears: *When Game Boy Advance linked to Nintendo GameCube*
Time: *All the time*
Events: *Join the Kapp'n for a sea chantey or two, and you can drift off toward a Tropical Island at any time, hunt for exotic Insects or Fish, and talk to the island inhabitants.*

Remember that all the other characters, such as Jingle the reindeer, appear on specific days in the calendar year. Regular characters, such as Pelly at the Post Office or Tom Nook, are always in town, so you know where to find them!

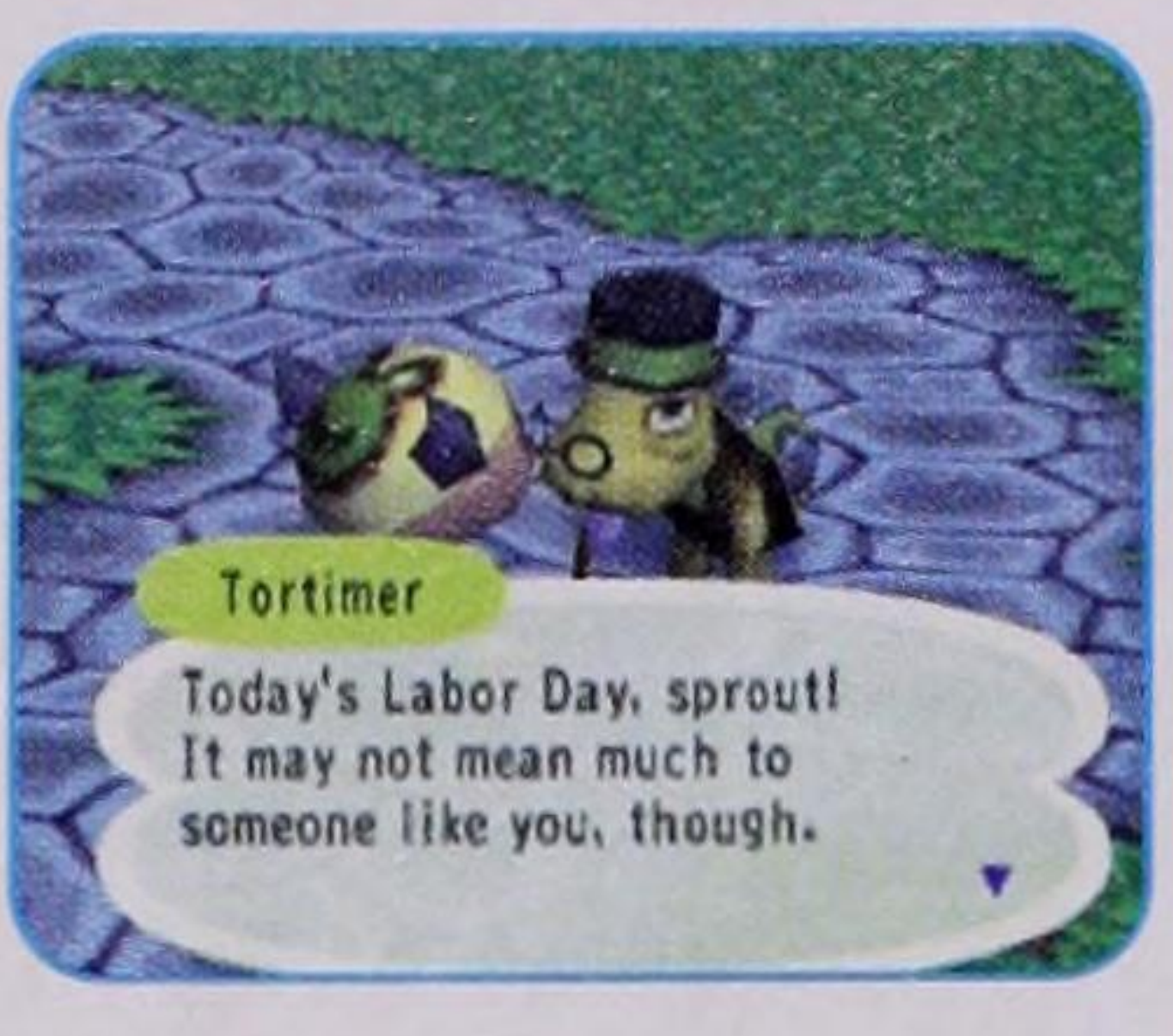
TIP



Well, since my noggin's fixed on presents, why don't you tell me your birthday!

We don't know when your birthday is, so be sure to write it down in the appropriate day. Keep talking to the town inhabitants until one of them asks when your birthday is. Input the correct date, and you'll get cards and a NES game on your special day!

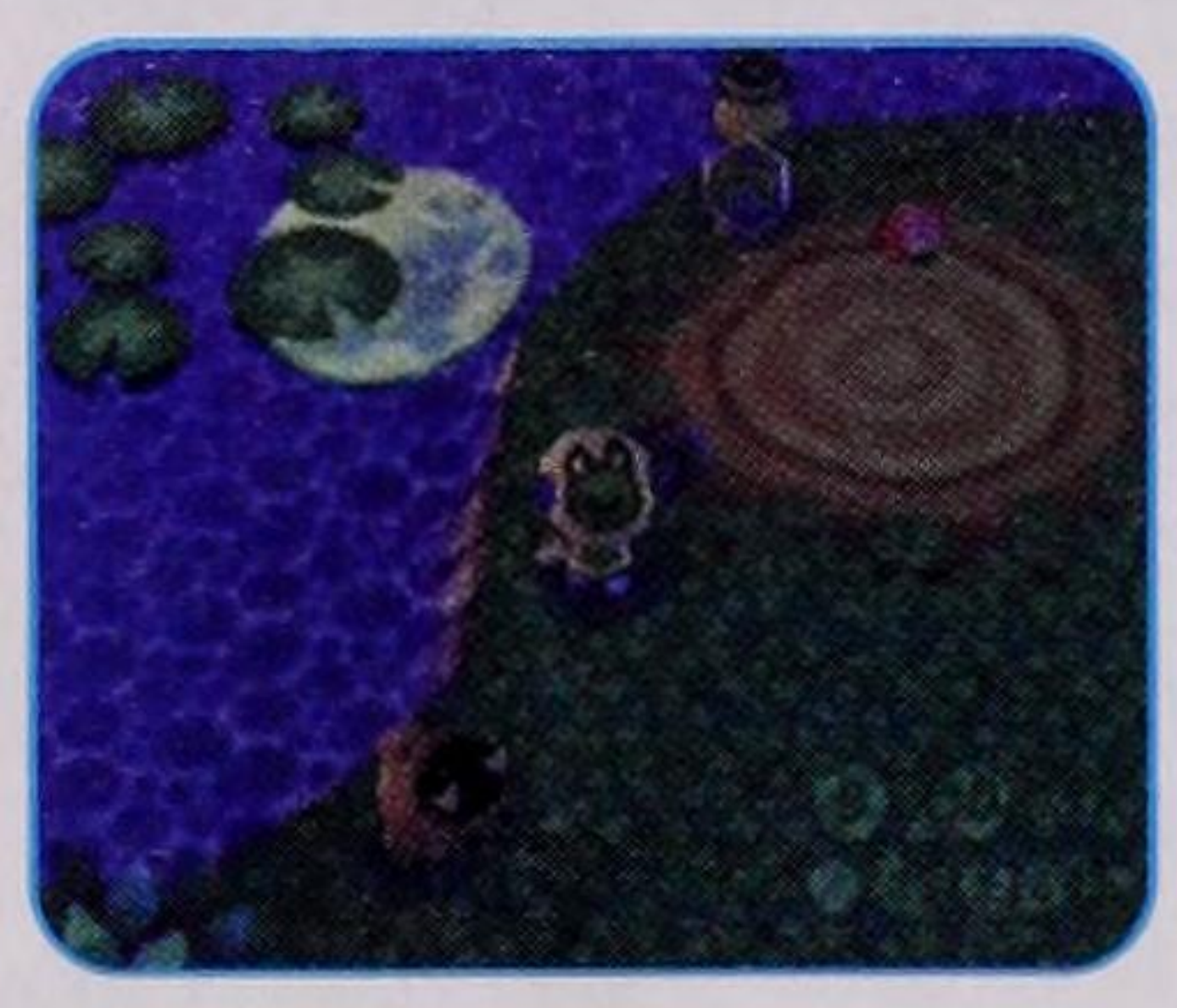
Labor Day: First Monday in September, 10:00-18:00


Tortimer

Today's Labor Day, sprout! It may not mean much to someone like you, though.

Tortimer throws a Labor Day party for the town, including the mayor. Between 10 a.m. and 6 p.m., go to the Wishing Well to greet him and he offers you a tiny model from Tom Nook's store.

Harvest Moon Festival: Full Moon in September; 18:00-21:00



There's something magical about either September 21 (2002) or September 10 (2003); it's when the town celebrates the Harvest Moon. Between 6 and 9 p.m., head to the large pond in the middle of your town. The moon appears in the dappled water, and moves across until it disappears at 9 p.m. During this mystical time, find Tortimer to get a gift—t's a Moon! This is great if you're collecting the Space series of objects.

Founder's Day: 9/16; 10:00-18:00

Quickly run from your house, and scamper down to the Wishing Well in the village—the mayor is there! He's celebrating the day this fine piece of software was released to the general public! Hooray for Nintendo! Now grab your Weed Model!

Autumnal Equinox Day and Sports Day: 9/21; 09:00-17:00

9 23 Tue
0 00 am

Tortimer holds this special festival at the Wishing Well between 9 a.m. and 5 p.m. Four events occur throughout the entire day for you to observe. Check out the Notice Board throughout the day, as each event starts at a random time.

Although you can't mimic the exercises identically to the other inhabitants, you can certainly join in the fun by using Ⓒ. To the right are all the exercises you can attempt. Why not try them all?

Phew! That was hard work! Now chat with the other inhabitants, and Copper, then come back later! Remember to talk to Tortimer during this day, and he awards you with an Autumn Medal for competing in this competition. What a cool prize! Place it in your home with pride.

September 2002

Day	Date	Event
S	1	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
M	2	10:00-18:00 Labor Day
T	3	
W	4	
T	5	
F	6	
S	7	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!
S	8	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
M	9	
T	10	
W	11	
T	12	
F	13	00:00 Harvest Moon rumor at Notice Board (first day)
S	14	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!
S	15	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
M	16	00:00 Autumnal Equinox rumor at Notice Board (first day)
T	17	10:00-18:00 Founder's Day
W	18	
T	19	
F	20	00:00 Harvest Moon rumor at Notice Board (last day)
S	21	00:00 Autumnal Equinox rumor at Notice Board (last day). 20:00-24:00 K.K. Slider is playing at the Train Station. Grab one! 18:00-21:00 Harvest Moon festival.
S	22	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash! 09:00-17:00 Autumnal Equinox and Sports Fair.
M	23	
T	24	
W	25	
T	26	
F	27	
S	28	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!
S	29	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
M	30	

Exercise 1: Ⓒ↓ then Ⓒ↑

Exercise 2: Ⓒ↑ then Ⓒ↑

Exercise 3: 360 clockwise Ⓒ (starting at ←Ⓒ), or 360 counter-clockwise Ⓒ (starting at Ⓒ→)

Exercise 4: ↖Ⓒ then ↖Ⓒ, or Ⓒ↗ then Ⓒ↗

Exercise 5: 360 clockwise Ⓒ (starting at Ⓒ↓), or 360 counter-clockwise Ⓒ (starting at Ⓒ↓)

Exercise 6: ↙Ⓒ then ↙Ⓒ, or Ⓒ↘ then Ⓒ↘

Exercise 7: ←Ⓒ then ←Ⓒ, or Ⓒ→ then Ⓒ→

Explorer's Day: 10/13; 10:00-18:00

This event commemorates the fine explorers who adventured about the land. Stumble out of your house any time between 10 a.m. and 6 p.m. and go to the Wishing Well. Find Tortimer and start chatting with him. He presents you with a fabulous Bottled Ship. This rare item looks great on a table.

Mushrooming Day: 10/15-10/25; 08:00

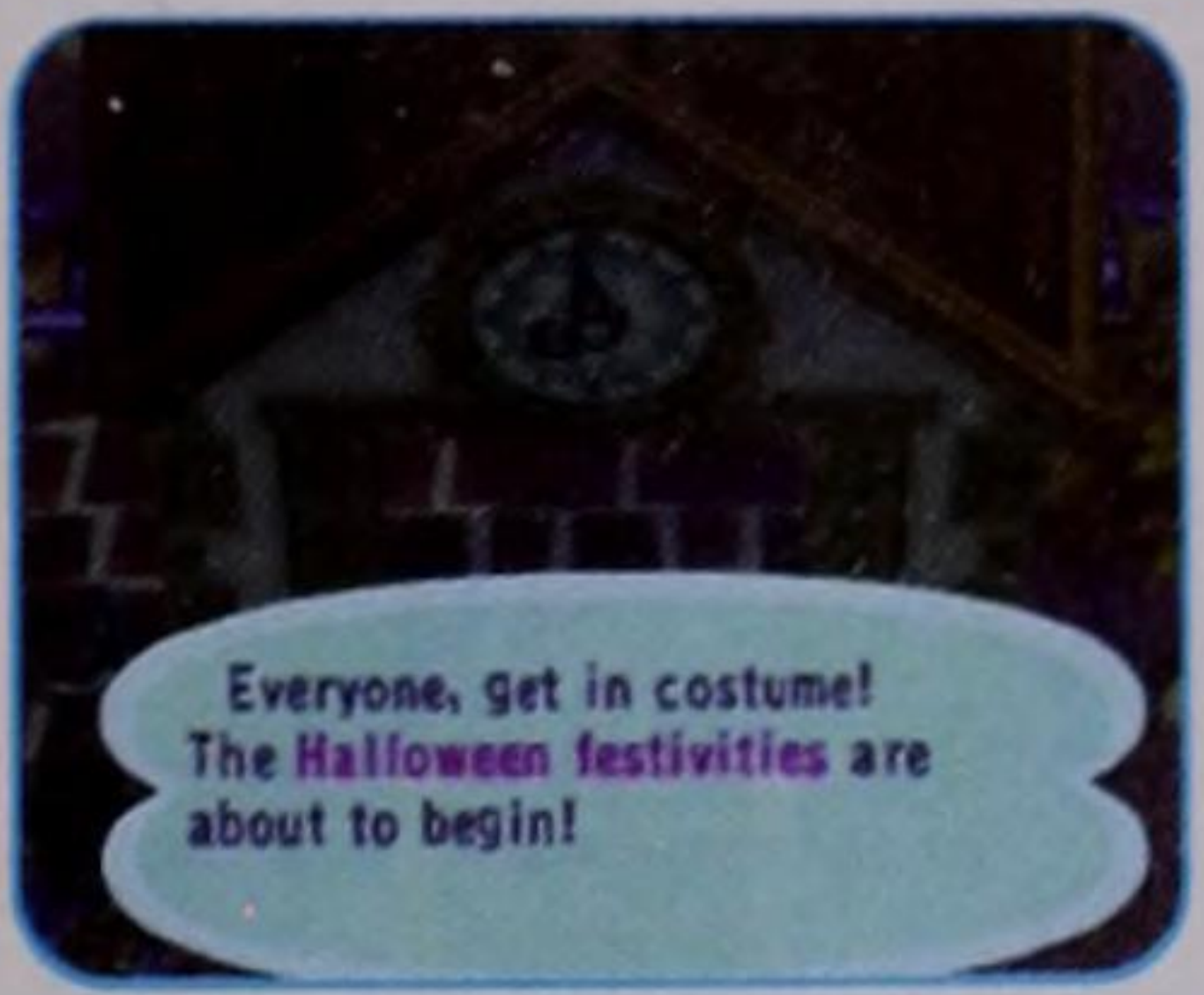
Wake up and enter the town at 8 a.m., as five Mushrooms are hidden throughout the town, each worth 5,000 Bells. Every 15 minutes, one of the Mushrooms disappears from its randomly positioned home, usually in wooded areas. So at 08:15 there are four, 08:30 there are three, 08:45 there are two, 09:00 there's one, and the last disappears at 9:15 a.m. If you find Mushrooms every day during the season, from 10/15 to 10/25, there's a maximum of 250,000 Bells! Ka-ching! Sell your fungi at Tom Nook's emporium.

Halloween: 10/31; 18:00-24:00

Halloween is the spookiest time of year. From 6 p.m., right up until 1 a.m. (on November 1st), expect good-natured tomfoolery all about town! You don't want a prank played on you, so enter town before 6 p.m. and get to Tom Nook's store quickly! He's offering candy for sale.

Buy all the candy you can afford! Stuff it into your inventory, and wait for the town's inhabitants to change into their Halloween costumes after 6 p.m. You can store extra candy in your home to please everyone. They all wear scary pumpkin masks! When they ask "trick or treat?" give them candy and they'll be happy!

If you refuse, or don't have any candy to give them, those inhabitants start to mess with you, and begin to change items in your inventory to useless Jack-in-the-boxes! Stop them, so either deposit all the items in your house, or start dishing out the candy. Pah! Those pesky animals have no respect for your hard-earned items! If you give out a load of candy though, you can obtain Spooky furniture!



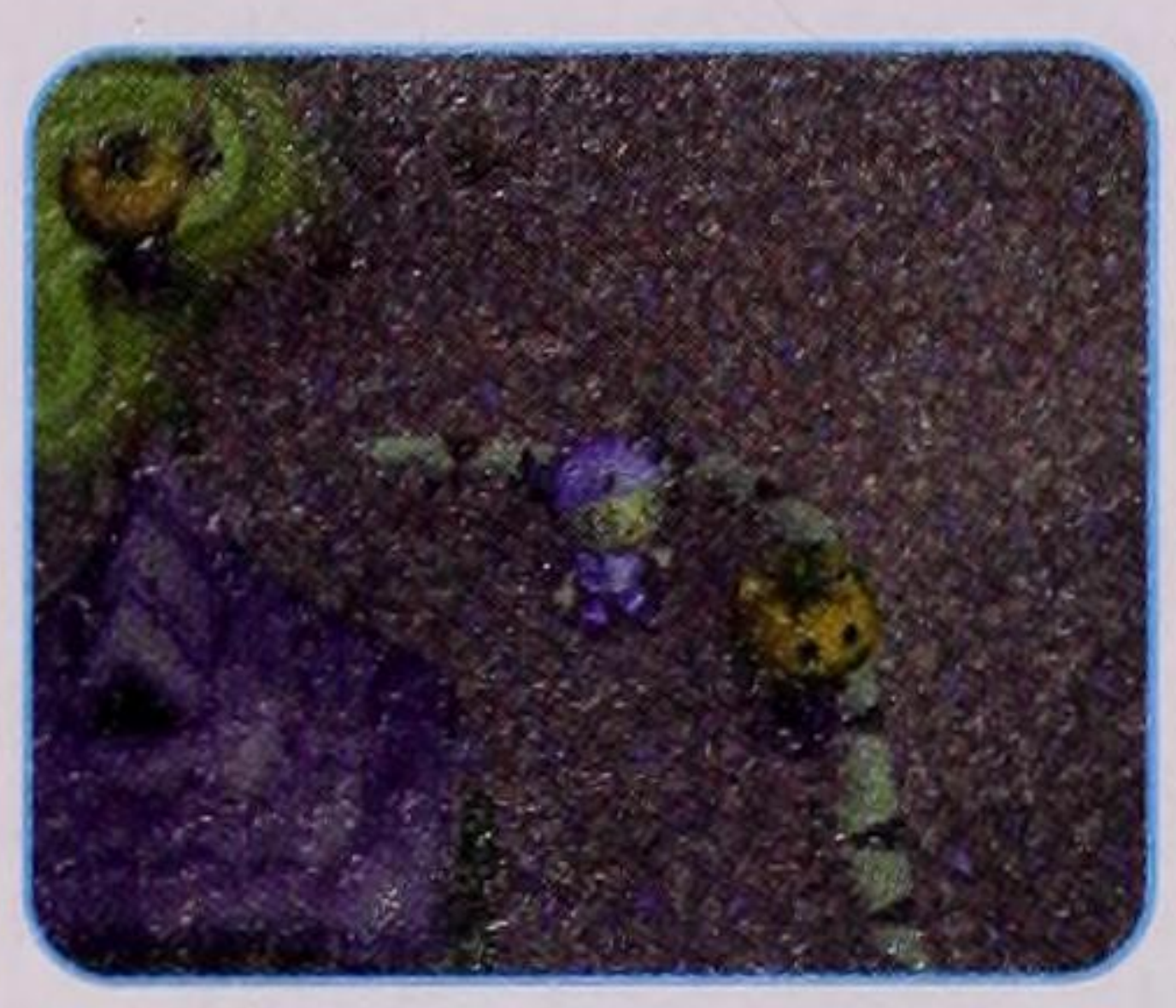
Everyone, get in costume!
The Halloween festivities are about to begin!

During this frivolity, be sure to track down the mayor, usually near the Wishing Well, and chat with him about this day. He gives you a scale model of Katrina's Tent!

October 2002

Day	Date	Event
T	1	Halloween rumor at Notice Board (first day)
W	2	
T	3	
F	4	
S	5	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!!
S	6	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
M	7	
T	8	
W	9	
T	10	00:00 Mushrooming Day rumor 1 at Notice Board (first day)
F	11	
S	12	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!
S	13	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
M	14	00:00 Mushrooming Day rumor 1 at Notice Board (last day), 10:00-18:00 Explorer's Day
T	15	00:00 Mushrooming Day rumor 2 at Notice Board (first day) 00:00 Fall Fishing Tournament rumor 1 at Notice Board (first day) 08:0 Mushrooming Day
W	16	08:00 Mushrooming Day
T	17	08:00 Mushrooming Day
F	18	08:00 Mushrooming Day
S	19	08:00 Mushrooming Day 20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!
S	20	08:00 Mushrooming Day 6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
M	21	08:00 Mushrooming Day
T	22	08:00 Mushrooming Day
W	23	08:00 Mushrooming Day
T	24	08:00 Mushrooming Day
F	25	00:00 Mushrooming Day rumor 2 at Notice Board (last day), 08:00 Last Mushrooming Day
S	26	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!
S	27	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
M	28	
T	29	
W	30	00:00 Halloween rumor at Notice Board (last day)
M	31	00:00 Fall Fishing Tournament rumor 1 at Notice Bcard (first day) 18:00-24:00 Halloween

Halloween: 11/1; 00:00-01:00



You can catch the tail-end of the Halloween festivities if you stay up really late and play through into November. Remember that the more candy you give out, the more Spooky furniture you may get.

Mayor's Day: First Tuesday in November; 10:00-18:00

It's time to honor that old tortoise! Get over to the Wishing Well and search for that terrapin. Once you've cornered the mayor, he celebrates his day by giving you a Well Model. It's perfect to add to the rapidly expanding collection of models you receive from other special days. Thanks, Tortimer!

Officer's Day: 11/11; 10:00-18:00

Attention! Shine those shoes, mister! Actually, you don't have to worry; just slide out of bed between 10 a.m. and 6 p.m. and head over to the Wishing Well! The mayor's there, and he asks you to think for a moment about all the good that your uniformed officers do. Take the memento of this special day—a scale model of the Police Station!

Fishing Tournament: Every Sunday in November

Pack your bait and head to the big pond in your town. Spot Chip, the bear with a taste for Fish, at the pond. He's the judge of the contest. Talk to him about precisely which Fish to catch. If you don't, Chip will nosh on any other Fish if you let him! Keep fishing, looking for large shadows in the pond, and bag yourself a weighty Fish. Chip gives you a prize if your Fish is the largest. If you spot Tortimer strolling about During this competition, stop and chat with him—he gives you an Fishing Trophy just for trying!

Harvest Festival—Thanksgiving: Fourth Thursday in November; 15:00-21:00

[Any time after 3 p.m., stroll down to the Wishing Well. Talk to the characters while they wait for scrumptious turkey to be cooked. Even the chickens are excited. That's crazy! When you find the mayor, chat for a while. You receive a special Cornucopia present! Later on, somewhere in town, you'll find Franklin, the turkey. It seems the mayor "invited" Franklin along as the main guest. If you've kept your town clean and tidy, helped the inhabitants with chores, and been a model citizen, Franklin may offer you Harvest furniture.

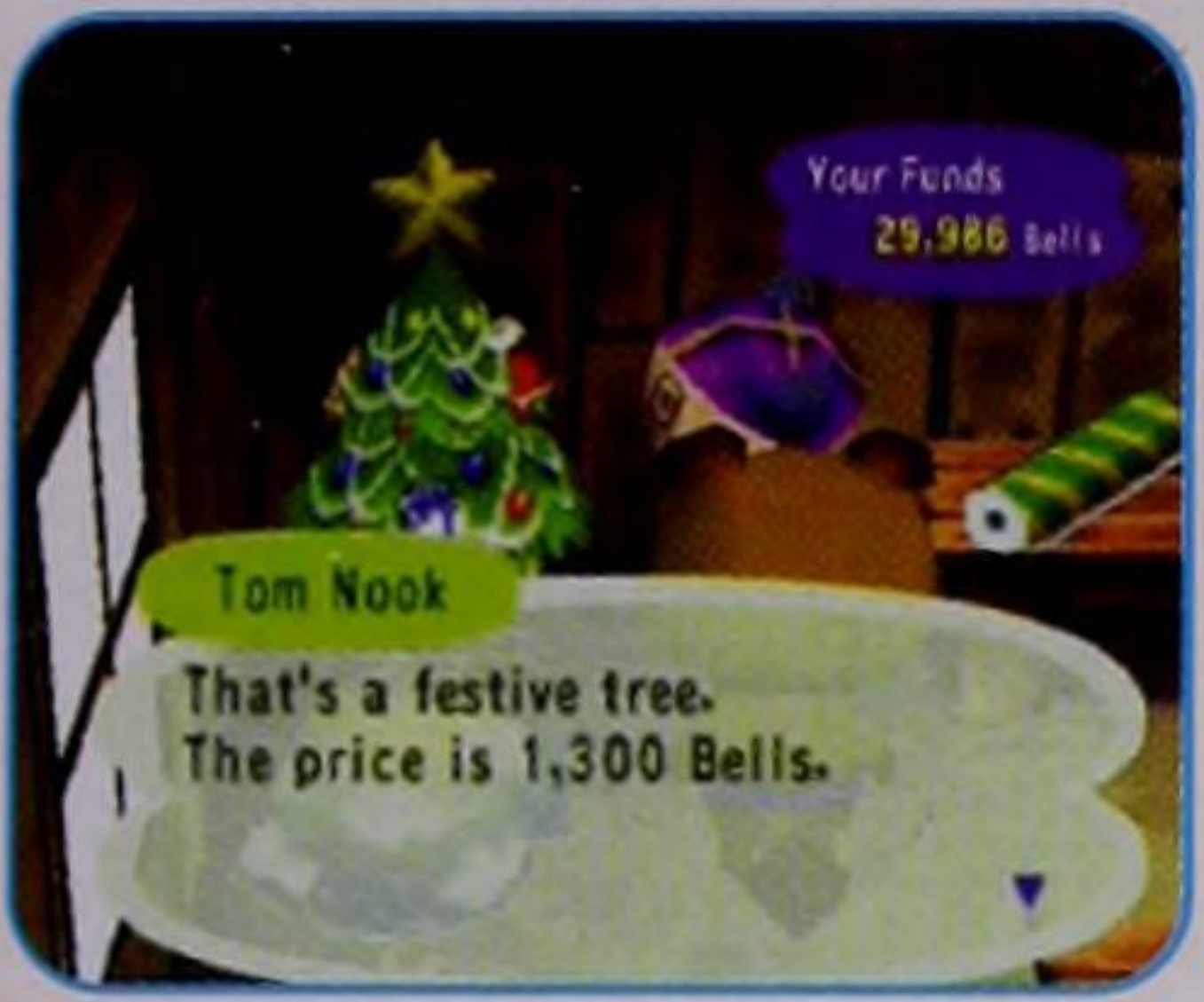
Sale Day; Day after Thanksgiving; 09:00-24:00

Once all Thanksgiving is over, prepare to spend! Tom Nook offers extra goodies. When you enter his store, spot a load of "grab bags," each containing three mystery objects. These cost over 2,000 Bells, but grab them all. There could be great bargains to be had. Usually though, there's simply a pinwheel, a piece of furniture, and clothing. Don't let your spending stop there! Crazy Redd opens his doors after 6 p.m., and his store carries three items you can buy only from him. He charges an outrageous amount for his stuff!

November 2002

Day	Date	Event
F	1	00:00-01:00 Halloween (ending) 00:00 Fishing Tournament rumor 2 at Notice Board (first day)
S	2	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!
S	3	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash! 06:00-18:00 Fall Fishing Tournament
M	4	00:00 Fishing Tournament results on the Notice Board
T	5	10:00-18:00 Mayor's Day
W	6	
T	7	
F	8	
S	9	20:00-24:00 Are you letting your K.K. Slider collection slide? Then get to the Train Station and bag more tunes!
S	10	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash! 06:00-18:00 Fall Fishing Tournament
M	11	00:00 Fishing Tournament results on the Notice Board. 10:00-18:00 Officer's Day 00:00 Harvest Festival and Thanksgiving rumor on Notice Board (first day)
T	12	
W	13	
T	14	
F	15	
S	16	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!
S	17	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash! 06:00-18:00 Fall Fishing Tournament
M	18	00:00 Fishing Tournament results on the Notice Board
T	19	
W	20	
T	21	
F	22	
S	23	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!
S	24	00:00 Fishing Tournament rumor 2 at Notice Board (last day), 06:00-12:00 Find Joan to buy Turnips, then turn them into quick cash! 06:00-18:00 Fall Fishing Tournament
M	25	00:00 Fishing Tournament results on the Notice Board
T	26	
W	27	00:00 Harvest Festival and Thanksgiving rumor on Notice Board (last day)
T	28	15:00-21:00 Harvest Festival and Thanksgiving.
F	29	10:00-18:00 It's sale day! Bargains to be had at Tom Nook's and Crazy Redd's stores!
S	30	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!

Snow Day; 12/1; 10:00-18:00


Your Funds
29,986 Bells

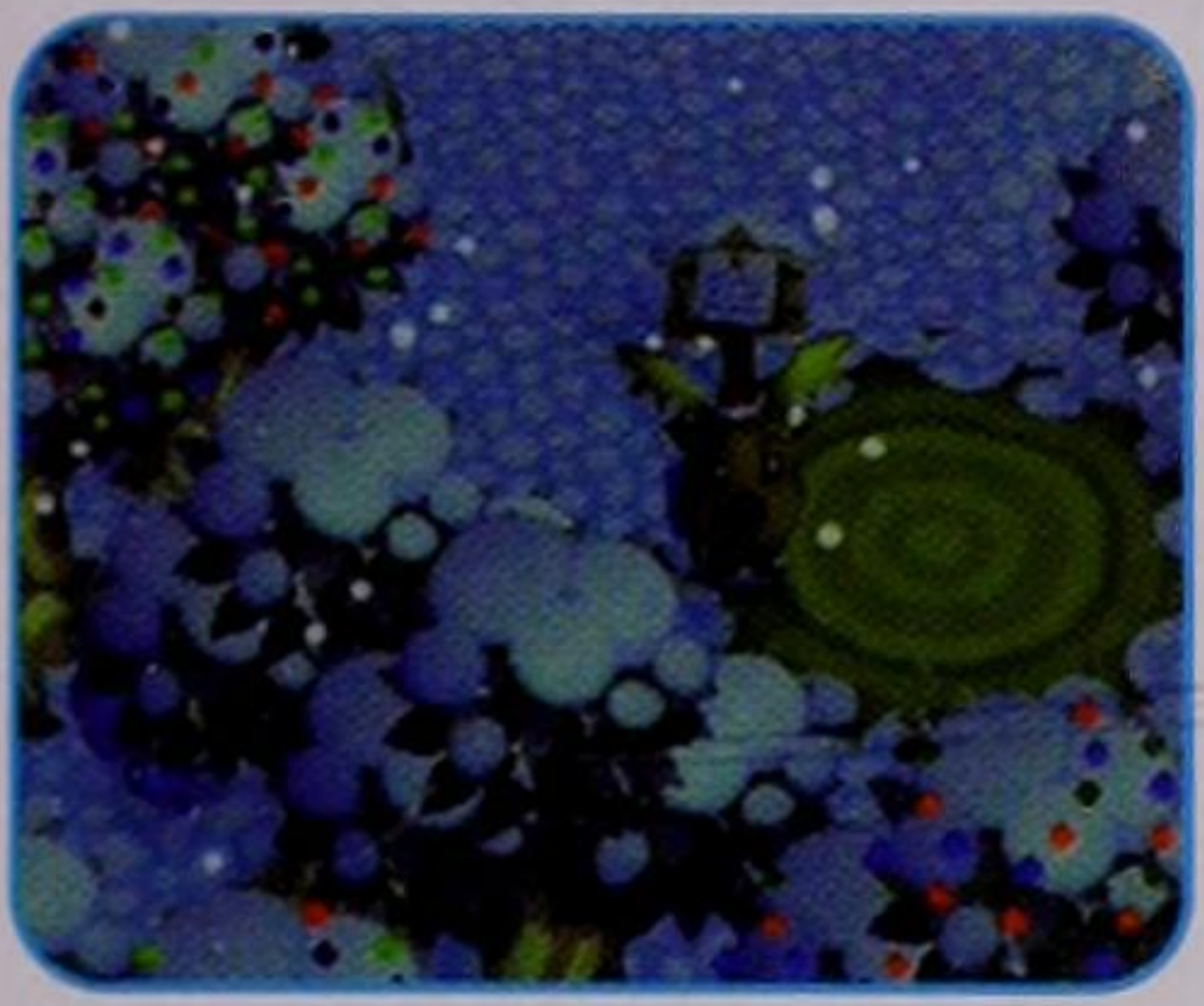
Tom Nook
That's a festive tree.
The price is 1,300 Bells.

Keep those snuggly winter fashions close at hand! From now until the end of the month, Tom Nook is selling festive (and Lucky) items. Back on Snow Day, saunter out of your house and head to the Wishing Well, where the mayor should be standing. Let's hope it starts to snow! The mayor offers a Snowman as a prize for the start of the most exciting month of the year. Don't worry about bringing him indoors—he won't melt!

Toy Day; 12/23; 10:00-18:00

Are you excited? Well this is the day to receive a special gift from the town mayor! He's over at the Wishing Well. Get there quick, after 10 a.m. Chat with the mayor., He gives male characters a great flashy car. It looks just like Gracie's! Female characters receive a doll. How cute!

Jingle Appears! 12/24; 20:00-24:00



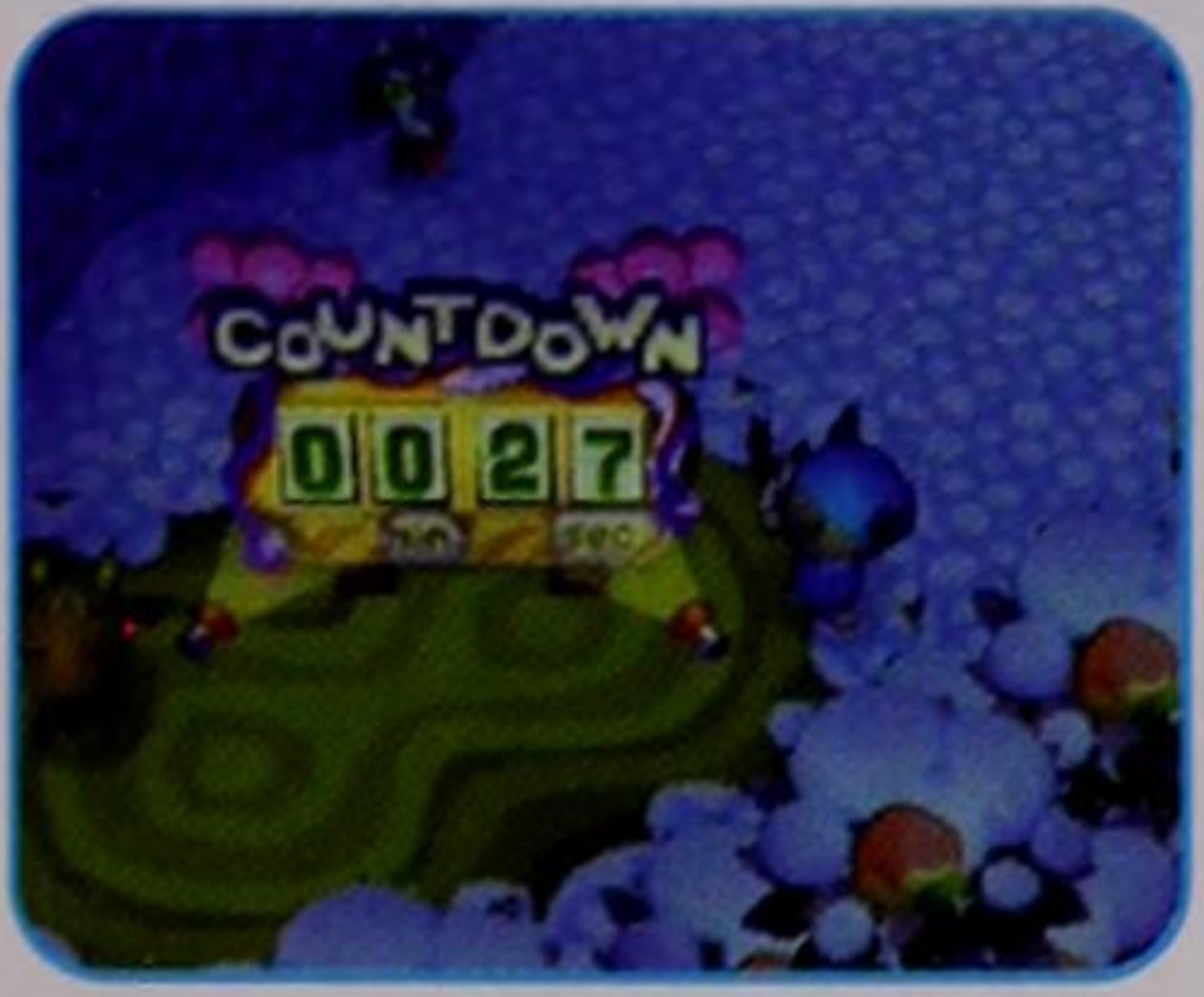
From 10 p.m. until 1 a.m. on Christmas Day, Jingle the reindeer tiptoes around town, delivering goodies to those who deserve it. Did you keep your town tidy and help others, collect for the Museum, and lead a good life? Then you might be able to barter with Jingle for some of his furniture.

Christmas Day; 12/25

Jingle will still be here between midnight and 1 a.m. Don't be too sad if he doesn't give you a gift—your mom still writes you a letter and you can collect it in the morning. There's a present attached!

December 2002

Day	Date	Event
S	1	09:00 Tom Nook's store starts selling festive gifts! 10:00-18:00 Snow Day
M	2	
T	3	
W	4	
T	5	
F	6	
S	7	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!
S	8	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
M	9	
T	10	00:00 Holiday Season rumor on Notice Board (first day)
W	11	
T	12	
F	13	
S	14	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!
S	15	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
M	16	
T	17	
W	18	
T	19	
F	20	
S	21	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!
S	22	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
M	23	00:00 Holiday Season rumor on Notice Board (last day) 10:00-18:00 Get ready to receive a gift—it's Toy Day
T	24	20:00-24:00 Jingle appears in town!
W	25	00:00-01:00 Jingle appears in town! 00:00 New Year's Eve rumor on Notice Board (first day)
T	26	
F	27	
S	28	20:00-24:00 K.K. Slider is playing at the Train Station. Grab one!
S	29	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
M	30	00:00 New Year's Eve rumor on Notice Board (last day)
T	31	09:00 Tom Nook's store stops selling festive gifts. 23:00-24:00 Happy New Year!



New Year's Eve Countdown; 12/31, 23:00-24:00

Come out of your house at 11 p.m. and head over to the big pond. There's a countdown clock ticking down until the new year starts! The mayor should be strolling around these parts too, and he gives you a Noisemaker as a gift for the festivities to come! At midnight, the countdown finishes, and fireworks light up the pond! Everyone starts singing "Auld Lang Syne" (it means "times gone by" in Gaelic).

New Year's Day (night): 1/1

1 . 1 Thu
02 04 am

Remember that between 12 midnight and 1 a.m., you can celebrate the New Year from the year before by heading to the big pond and checking out the countdown clock and joyous singing!

New Year's Day: 1/1

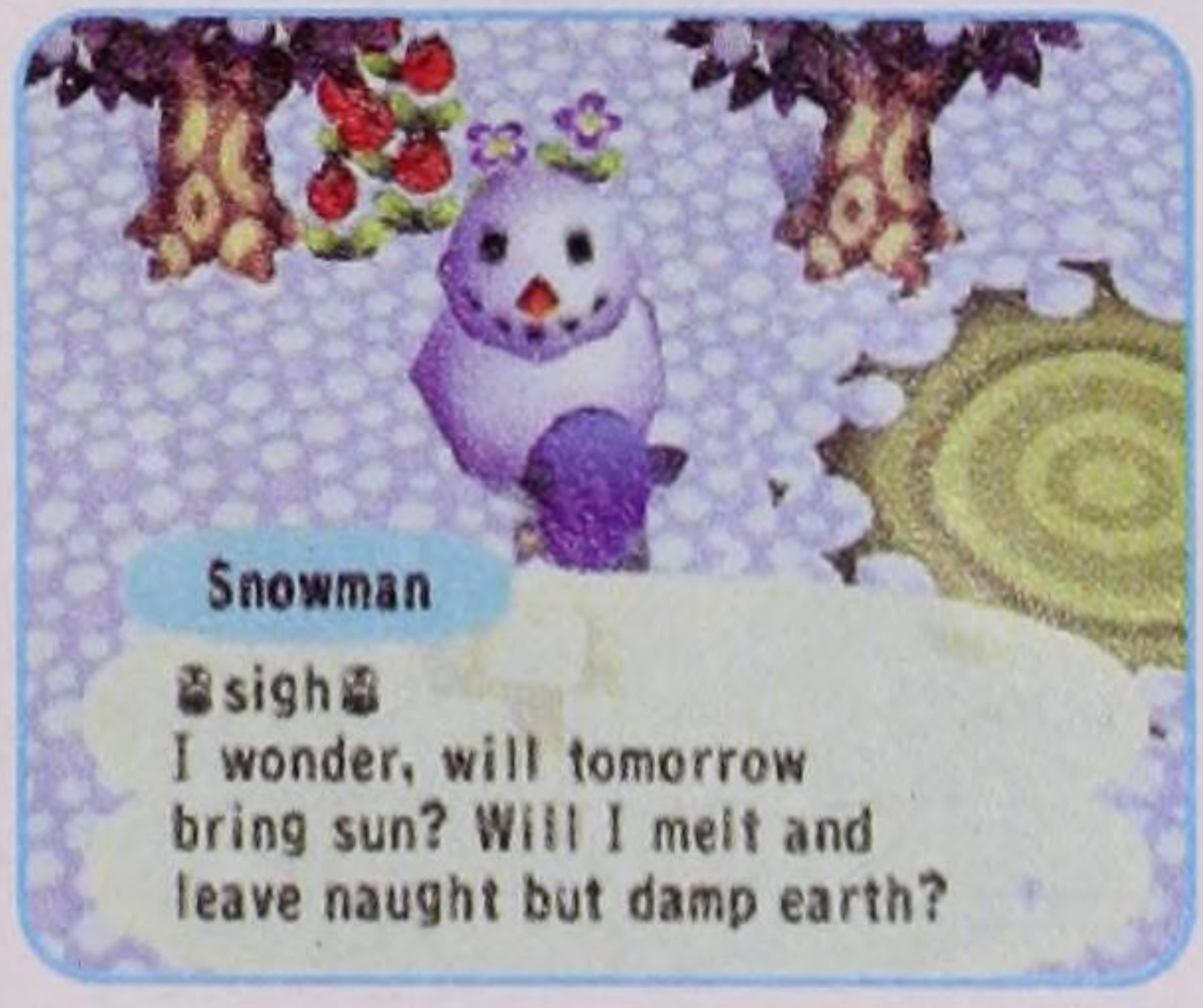
Head to the Wishing Well. If you've been living here for more than a month, you receive a letter from home, with a present of 10,000 Bells! Everybody takes turns standing in line at the Wishing Well, casting in a coin for good luck. Talk to the inhabitants to cut in line and make a wish yourself! Talk to Tortimer and you'll get a present for being such a nice person. This happens only if you've been living in town for more than six months.

Tom Nook's Store: 1/1

Your Funds
29,986 Bells

Tom Nook, who was selling festive and holiday decorations from the holiday season in December, stops selling these items on 1/1.

Snowman: 1/1-1/31



sigh
I wonder, will tomorrow bring sun? Will I melt and leave naught but damp earth?

Starting on December 25 and running until February, you can try to find two snowballs in the town, and roll them until they meet up to create a Snowman who awards you unique items.

January 2003

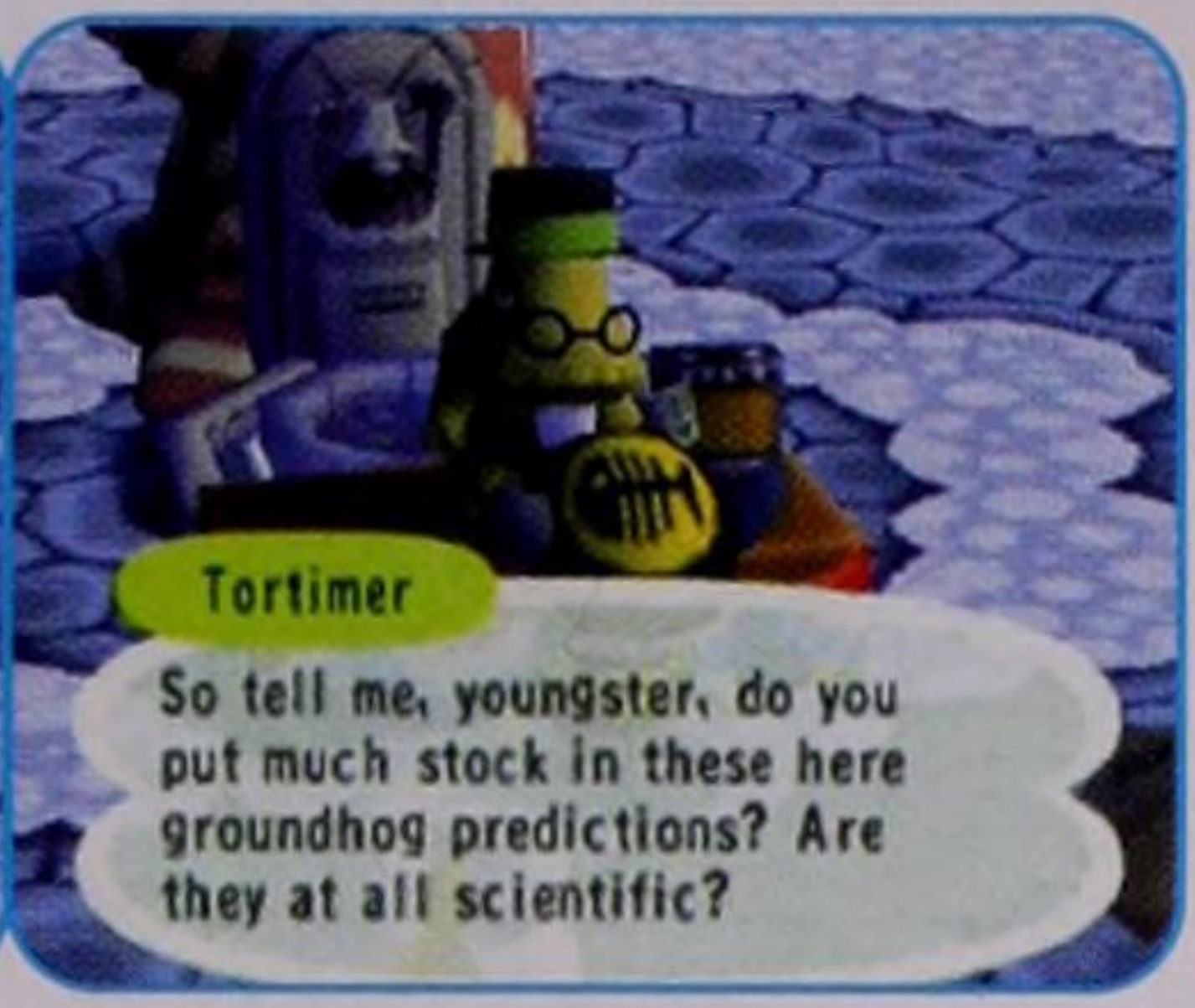
Day	Date	Event
W	1	00:00 Letter from home with present! 00:00-01:00 Catch the tail-end of festivities from last year! 06:00-11:00 at Wishing Well: New Year's Day
T	2	00:00 Igloo rumor appears on Notice Board (first day)
F	3	
S	4	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	5	6:00-12:00 Wake up early for Joan's sweet Turnips!
M	6	
T	7	
W	8	
T	9	
F	10	
S	11	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	12	6:00-12:00 Wake up early for Joan's sweet Turnips!
M	13	
T	14	
W	15	
T	16	
F	17	
S	18	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	19	6:00-12:00 Wake up early for Joan's sweet Turnips!
M	20	
T	21	
W	22	
T	23	
F	24	
S	25	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station! Groundhog Day rumor appears on Notice Board (first day)
S	26	6:00-12:00 Wake up early for Joan's sweet Turnips!
M	27	
T	28	
W	29	
T	30	
F	31	

1 . 9 Fri
10 21 am

Igloo: 1/1-1/31 (10:00-22:00)

Somewhere in town, one of the inhabitants may have set up an Igloo. Exact Igloo locations are available from Copper. Only one Igloo is in town at any one time, but a number of inhabitants may each individually build one. Enter an Igloo to speak to the inhabitant and look at the unique items. You can also win unique or regular items, or lose a whole load of money by playing each of the inhabitants' games.

Groundhog Day: 2/1



So tell me, youngster, do you put much stock in these here groundhog predictions? Are they at all scientific?

Let's see if the groundhog is going to see its shadow, and how long winter is going to last in your town. Scurry along to the Wishing Well! The mayor is available near the Wishing Well tree, along with a cage that has the groundhog inside. Hold on! Isn't that groundhog familiar? It's Mr. Resetti!

Why don't we have a picnic together when the weather warms up, woof?

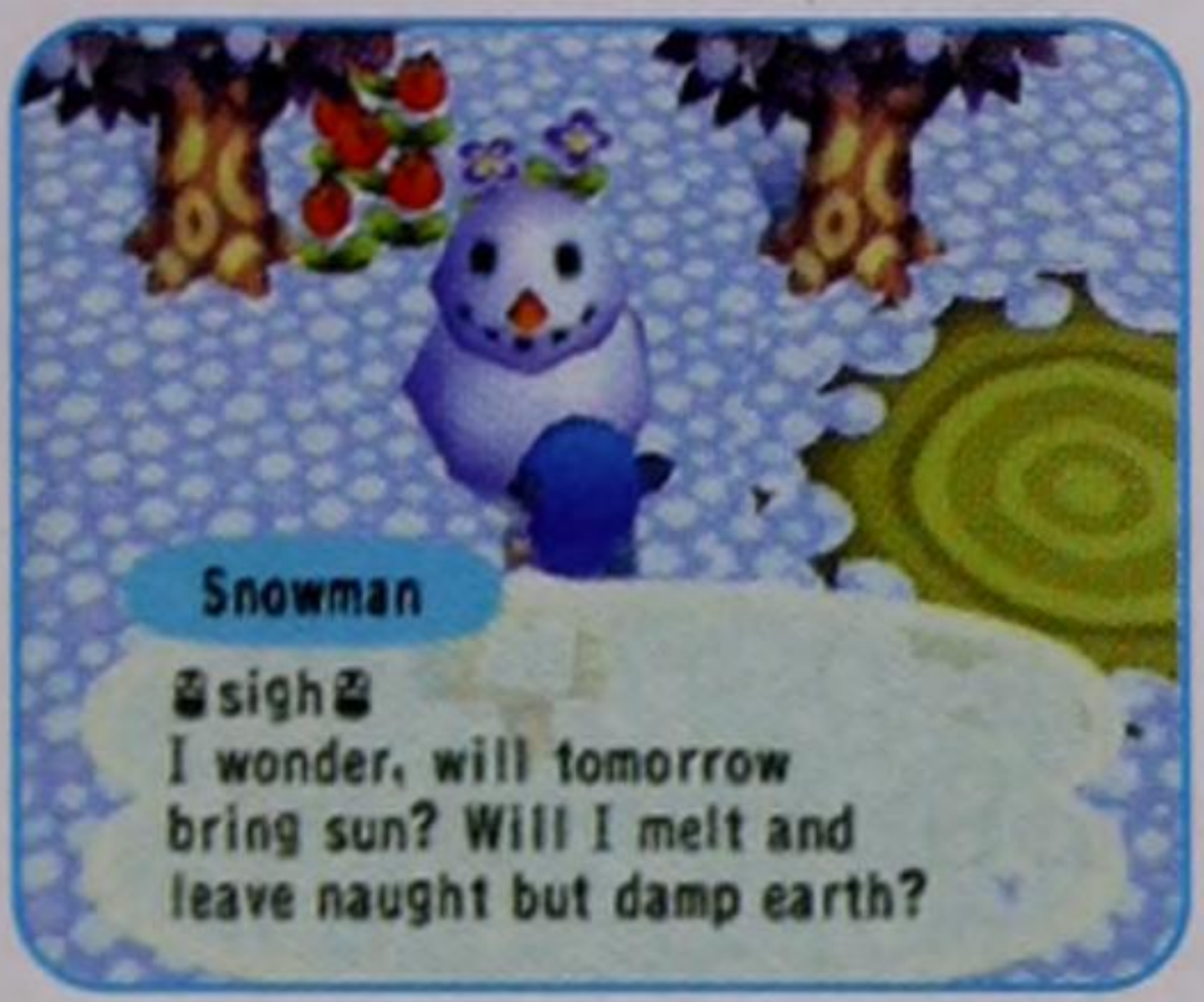
Clear something up for me, all righty, sprout? When he sees his shadow, that means what, again?

The groundhog appears, slightly miffed, and randomly determines whether his shadow is visible. This happens any time between 7:00 a.m.-9:00 a.m., so be patient! You don't want to miss the groundhog appearing! Once he has appeared, go and speak to Tortimer the mayor, and he awards you a special prize. This is usually a Flower Model.

Valentine's Day: 2/14

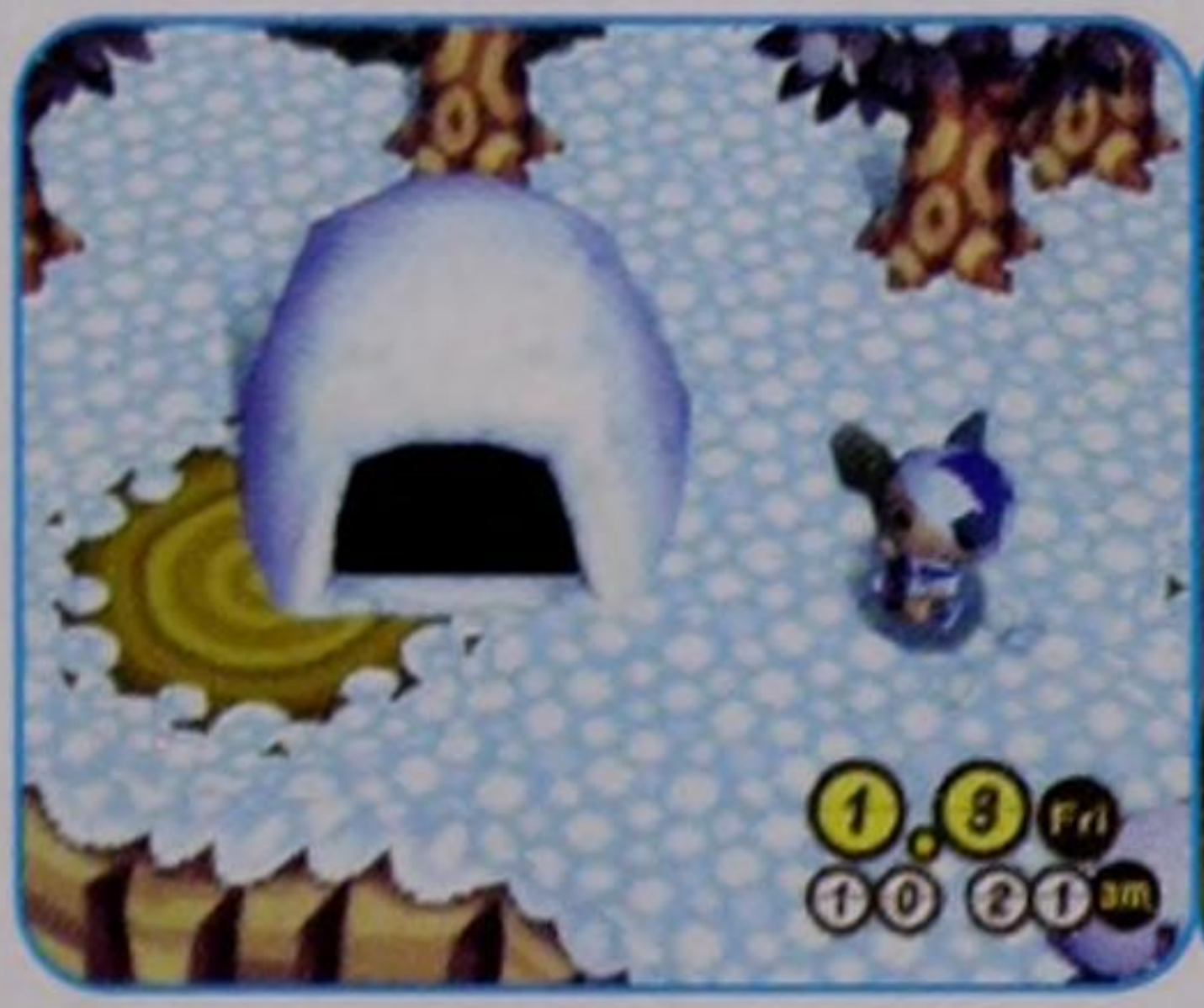
Did you find any Valentine's Day cards in your mail box? You get male admirers if your character is female, and female admirers if your character is male. Send your own kooky card to your favorite animal about town! Remember to leave a card with your friend's Gyroid in another town.

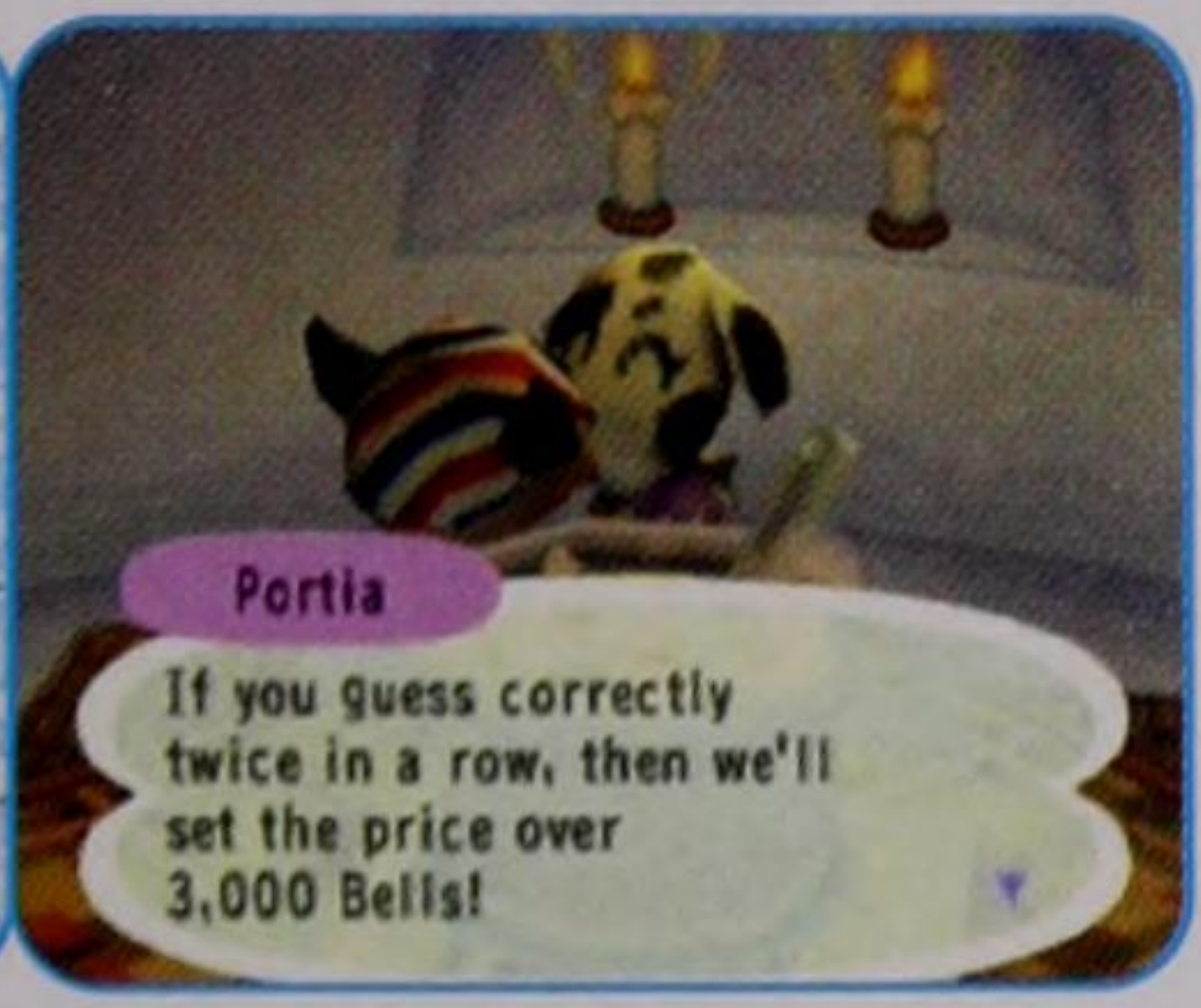
Snowman: 2/1-2/31



sigh
I wonder, will tomorrow bring sun? Will I melt and leave naught but damp earth?

Starting on December 25th, and running until February, you can try to find two snowballs in town, and roll them until they meet up to create a Snowman who awards you unique items.





If you guess correctly twice in a row, then we'll set the price over 3,000 Bells!

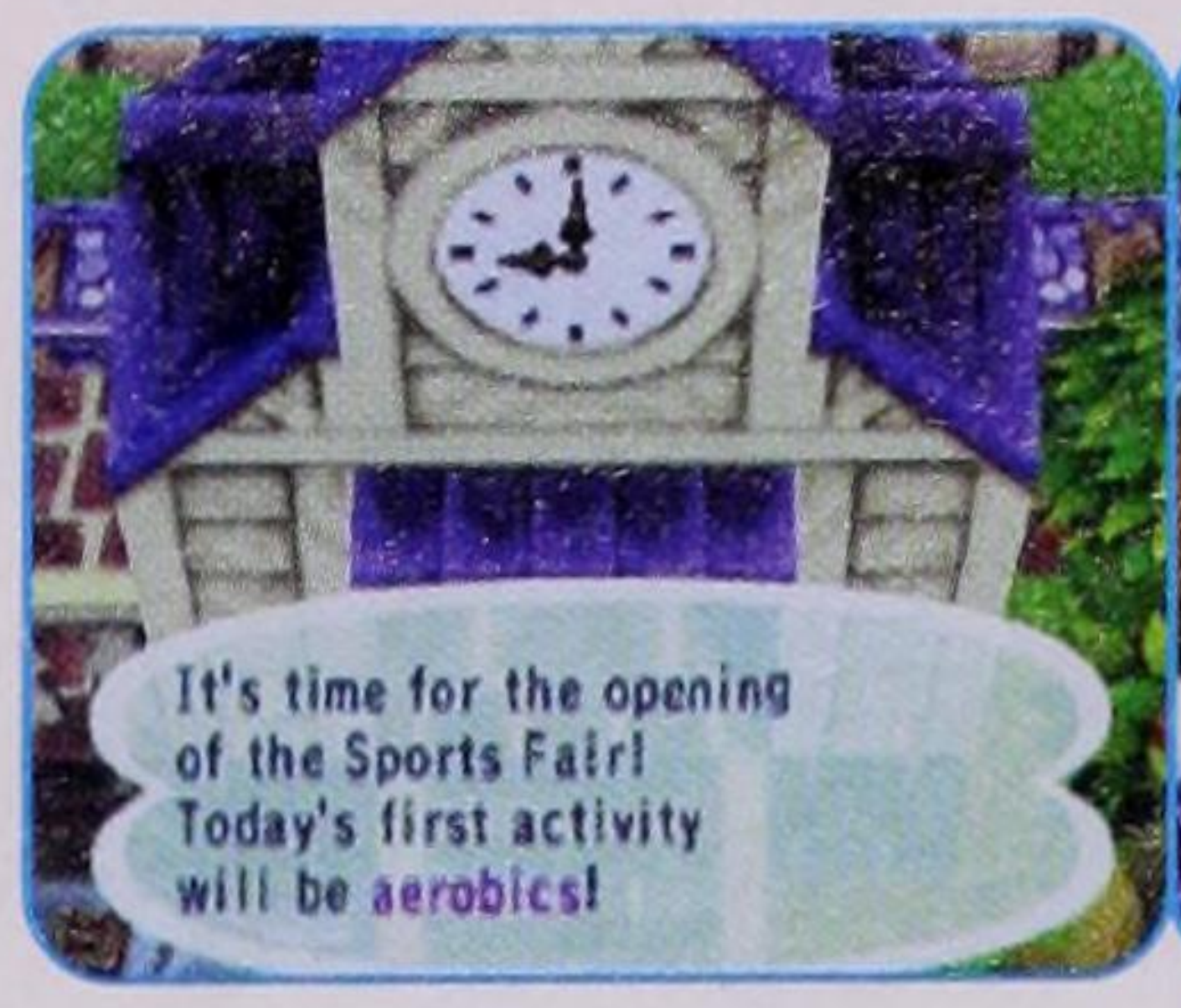
February 2003

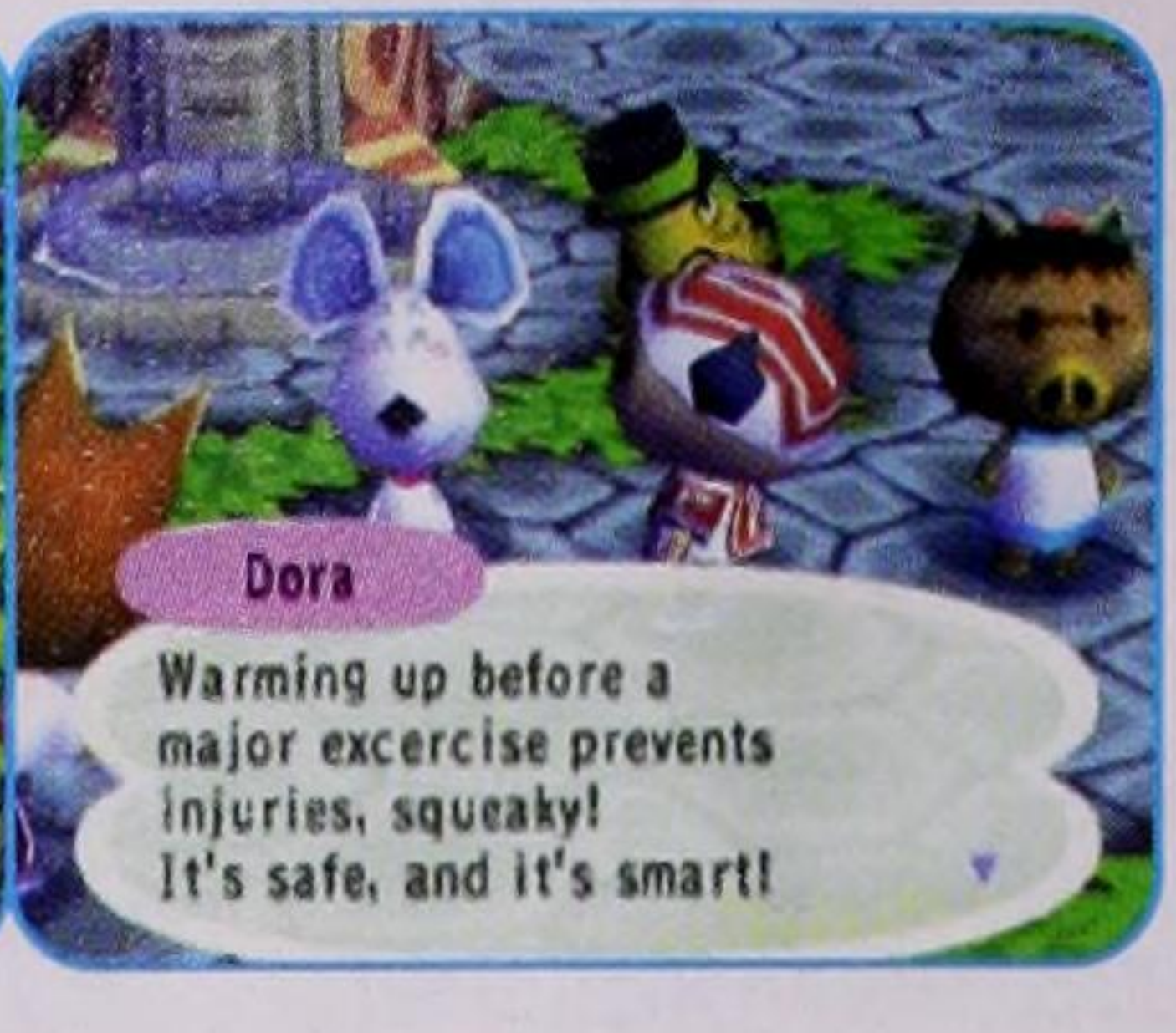
Day	Date	Event
S	1	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station! 00:00 Groundhog Day rumor appears on Notice Board (last day)
S	2	6:00-12:00 Wake up early for Joan's sweet Turnips! 00:00 Valentine's Day rumor appears on Notice Board (first day). 07:00-09:00 Groundhog Day!
M	3	
T	4	
W	5	
T	6	
F	7	
S	8	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	9	6:00-12:00 Wake up early for Joan's sweet Turnips!
M	10	
T	11	
W	12	
T	13	00:00 Valentine's Day rumor appears on Notice Board (last day)
F	14	00:00 Valentine's Day!
S	15	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	16	6:00-12:00 Wake up early for Joan's sweet Turnips!
M	17	
T	18	
W	19	
T	20	
F	21	
S	22	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	23	6:00-12:00 Wake up early for Joan's sweet Turnips! 00:00 Last day for the Igloo and the Igloo rumor!
M	24	
T	25	
W	26	
T	27	
F	28	

Igloo: 2/1-2/23 (10:00-22:00)

Somewhere in town, one of the inhabitants may have set up an Igloo. Exact Igloo locations are available from Copper. Only one Igloo is in town at any one time, but a number of inhabitants may each individually build one. Enter an Igloo to speak to the inhabitant and look at the unique items. You can also win unique or regular items, or lose a whole load of money by playing each of the inhabitants' games. Remember that the Igloos stop being built after February 23!

Spring Equinox Day and Sports Day: 3/21


It's time for the opening of the Sports Fair! Today's first activity will be aerobics!


Dora

Warming up before a major excercise prevents injuries, squeaky! It's safe, and it's smart!

To celebrate the end of winter and the beginning of spring, Tortimer holds a special festival at the Wishing Well. Trot over between 9 a.m. and 5 p.m. Four events occur throughout the entire day. You can't actually compete—just check out the fun! Consult the Notice Board throughout the day, as each event starts at a random time. The final event continues until 5 p.m.

Event one is morning aerobics, courtesy of Copper and his boom box! Although you can't mimic the exercises identically to the other inhabitants, you can certainly join in the fun by using ©. Below are all the exercises you can attempt. Why not try them all?

Exercise 1: ©↓ then ©↑

Exercise 2: ©↑ then ©↑

Exercise 3: 360 clockwise © (starting at ←©), or 360 counterclockwise © (starting at ©→)

Exercise 4: ↖© then ↖©, or ©↗ then ©↗

Exercise 5: 360 clockwise © (starting at ©↓), or 360 counterclockwise © (starting at ©↓)

Exercise 6: ↙© then ©↘, or ©↘ then ©↘

Exercise 7: ←© then ←©, or ©→ then ©→

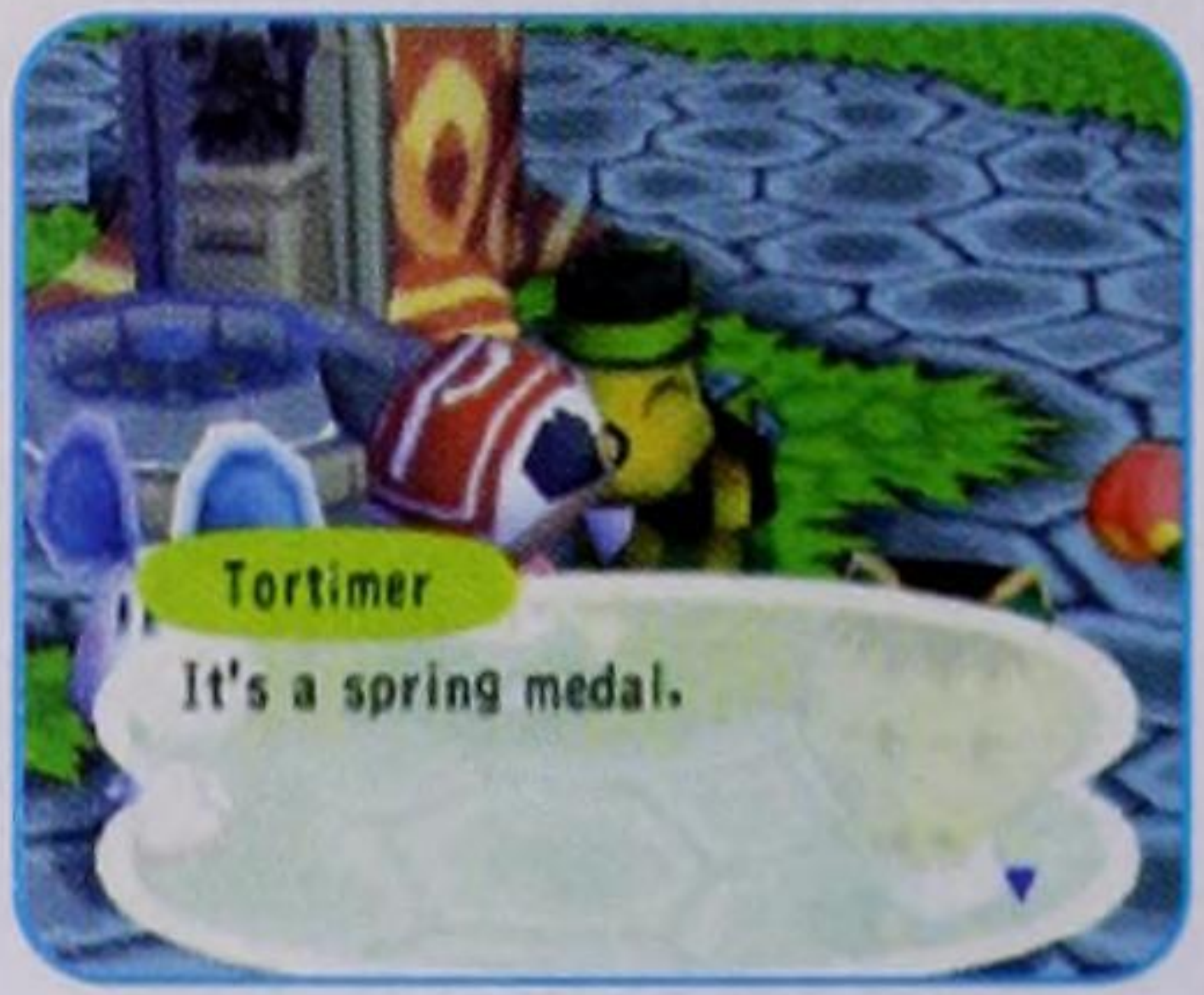
Copper

Open! Close! Down! Down!

Phew! That was hard work! Chat with the other inhabitants and Copper, then come back later. This is fun to watch, but there's not much to do, so chat with everyone to gain their take on the games.

March 2003

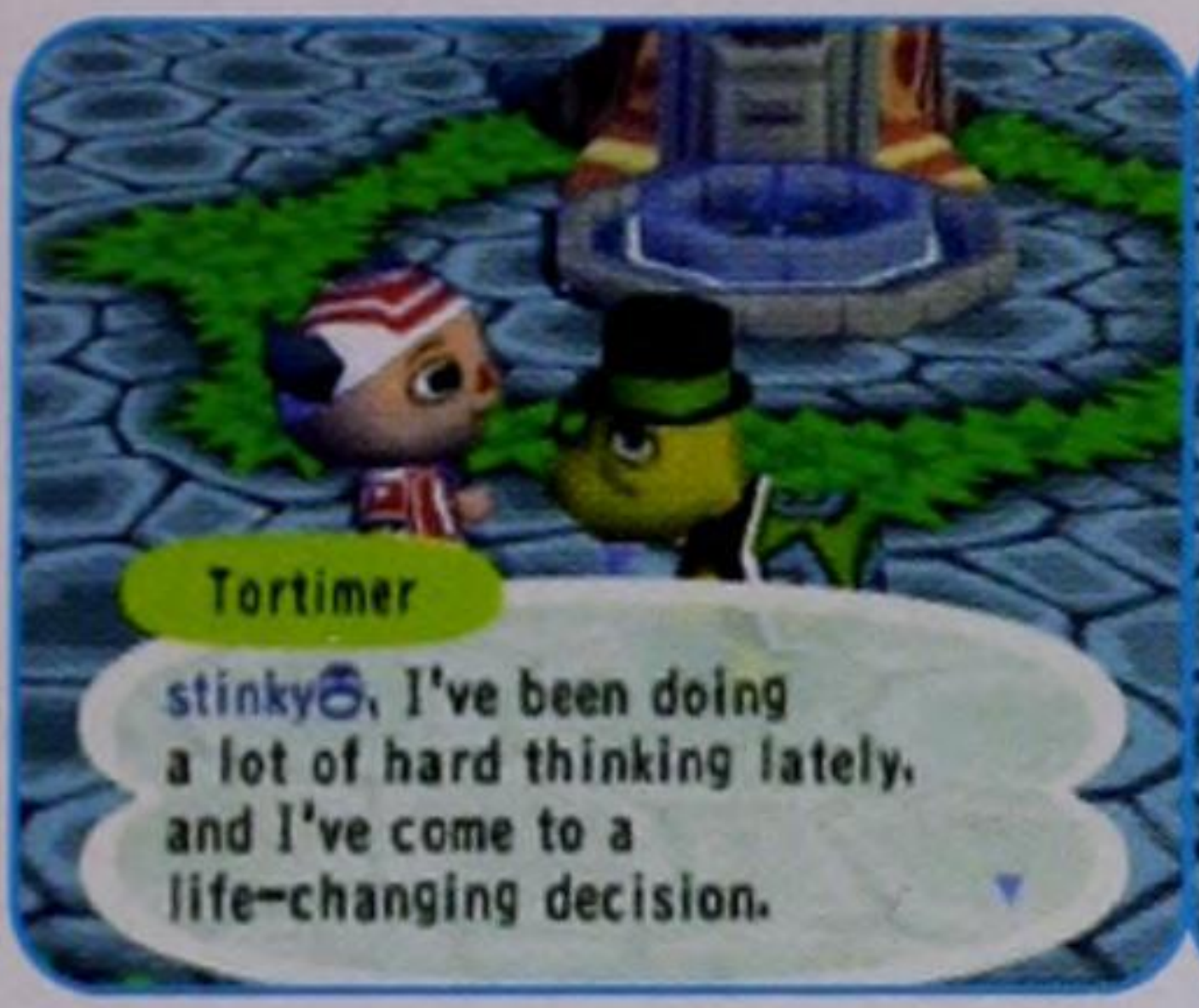
Day	Date	Event
S	1	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	2	6:00-12:00 A Turnip surprise, courtesy of Joan!
M	3	
T	4	
W	5	
T	6	
F	7	
S	8	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	9	6:00-12:00 A Turnip surprise, courtesy of Joan!
M	10	
T	11	00:00 Spring Equinox rumor appears on Notice Board (first day)
W	12	
T	13	
F	14	
S	15	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station! 00:00 Cherry Blossom rumor appears on Notice Board (first day)
S	16	6:00-12:00 A Turnip surprise, courtesy of Joan!
M	17	
T	18	
W	19	
T	20	
F	21	09:00-17:00 Spring Equinox: Spring Equinox Day. 09:00-17:00 Sports Fair
S	22	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	23	6:00-12:00 A Turnip surprise, courtesy of Joan!
M	24	
T	25	
W	26	
T	27	
F	28	
S	29	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	30	6:00-12:00 A Turnip surprise, courtesy of Joan!
M	31	00:00 Cherry Blossom rumor appears on Notice Board (last day)


Tortimer

It's a spring medal.

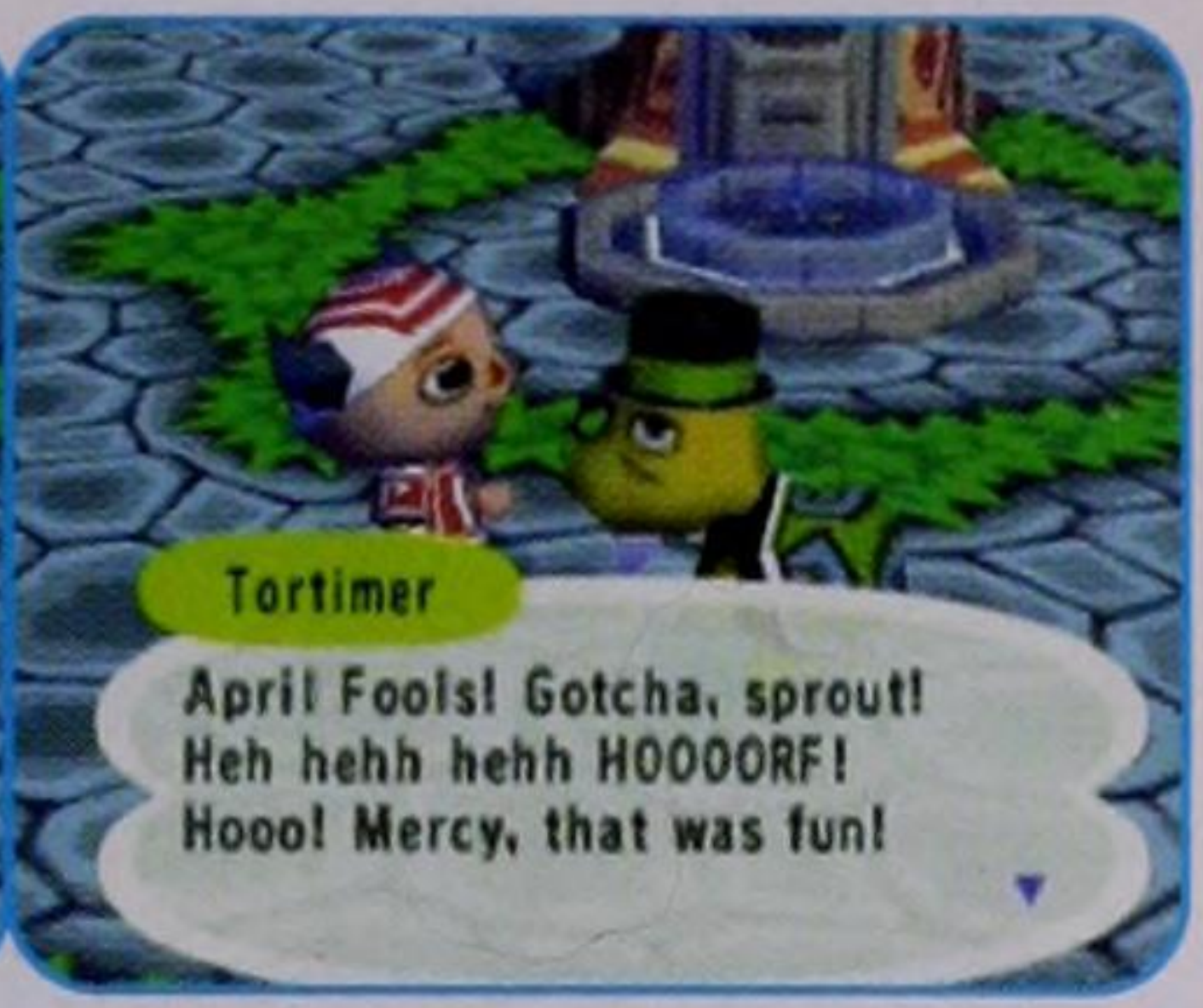
Remember to talk to Tortimer during this day, and he awards you with a Spring Medal for competing in this competition! What a cool prize!

April Fool's Day! 4/1



Tortimer

stinky, I've been doing
a lot of hard thinking lately,
and I've come to a
life-changing decision.



Tortimer

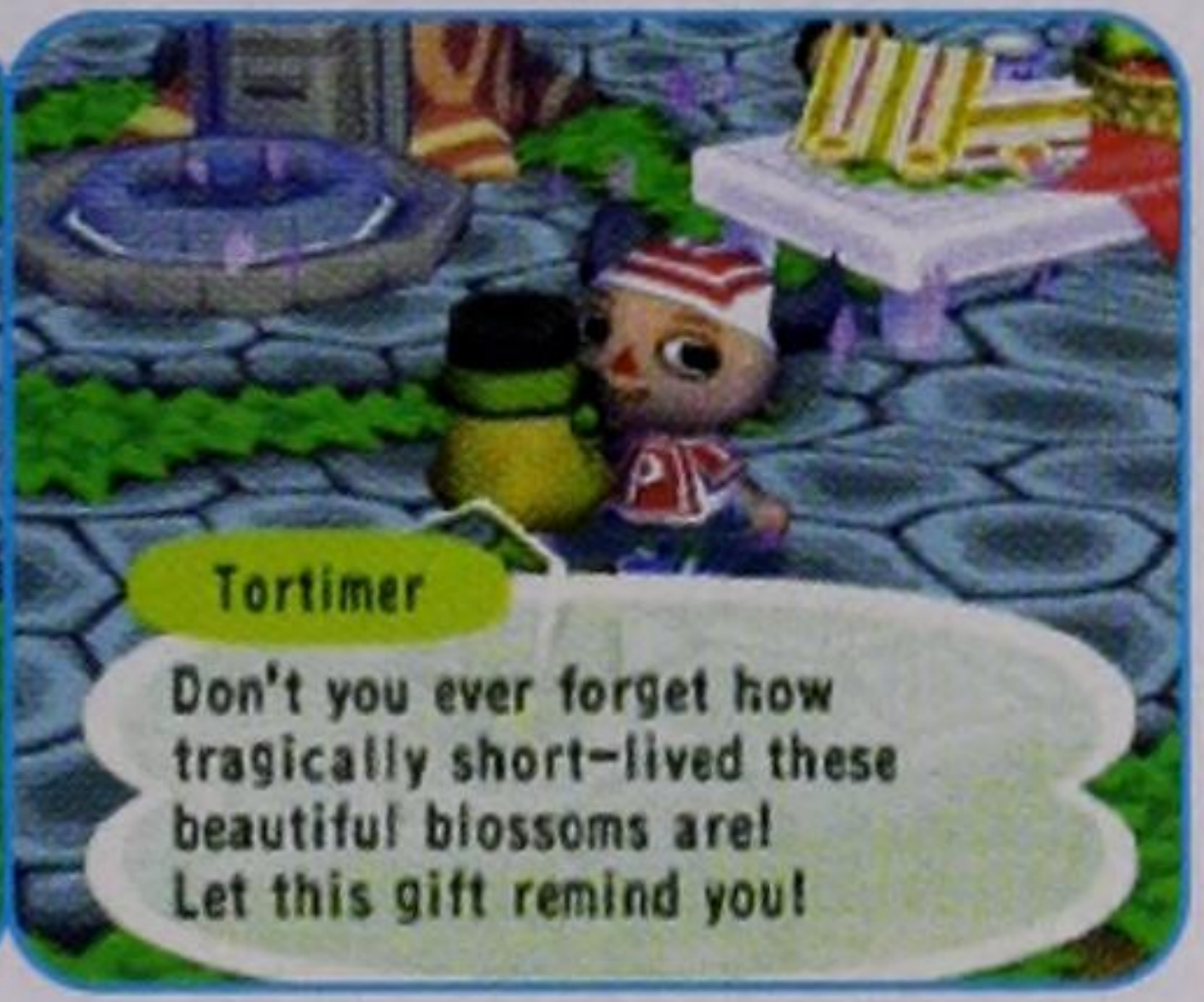
April Fools! Gotcha, sprout!
Heh hehh hehh HOOOORF!
Hooo! Mercy, that was fun!

Go to the Wishing Well if the mayor doesn't come to meet you. Once you meet him, you'll hear shocking news. The mayor is retiring and he wants you to take over as mayor of your own town! Does this mean you'll get a bigger house? Hold on...why is the mayor laughing? Doh! He's played a trick on you. He isn't retiring at all—it was simply a joke and you fell for it!

No hard feelings though, eh? As you're a model citizen, the mayor presents you with an NES game called *Super Tortimer*! Take it indoors, place it on the ground, and...nothing happens! It's a dummy NES and another April Fool's joke! Darn that crafty tortoise! On this day only, try talking to the three members of the Post Office, the Able Sisters, Tom Nook, Blathers, Kapp'n, the island inhabitant, and some townsfolk. They may play a less extravagant trick on you!

Remember to play tricks on your friends—think of something really cool, such as writing "Quick! Find NES *Legend of Zelda* in Acre A-6!" and sign it with a character name. Then laugh as your friend realizes there is no Acre 6 in the game! Remember to put the trick message on the Notice Board before April 1st.

Cherry Blossom Festival: 4/5-4/7



Tortimer

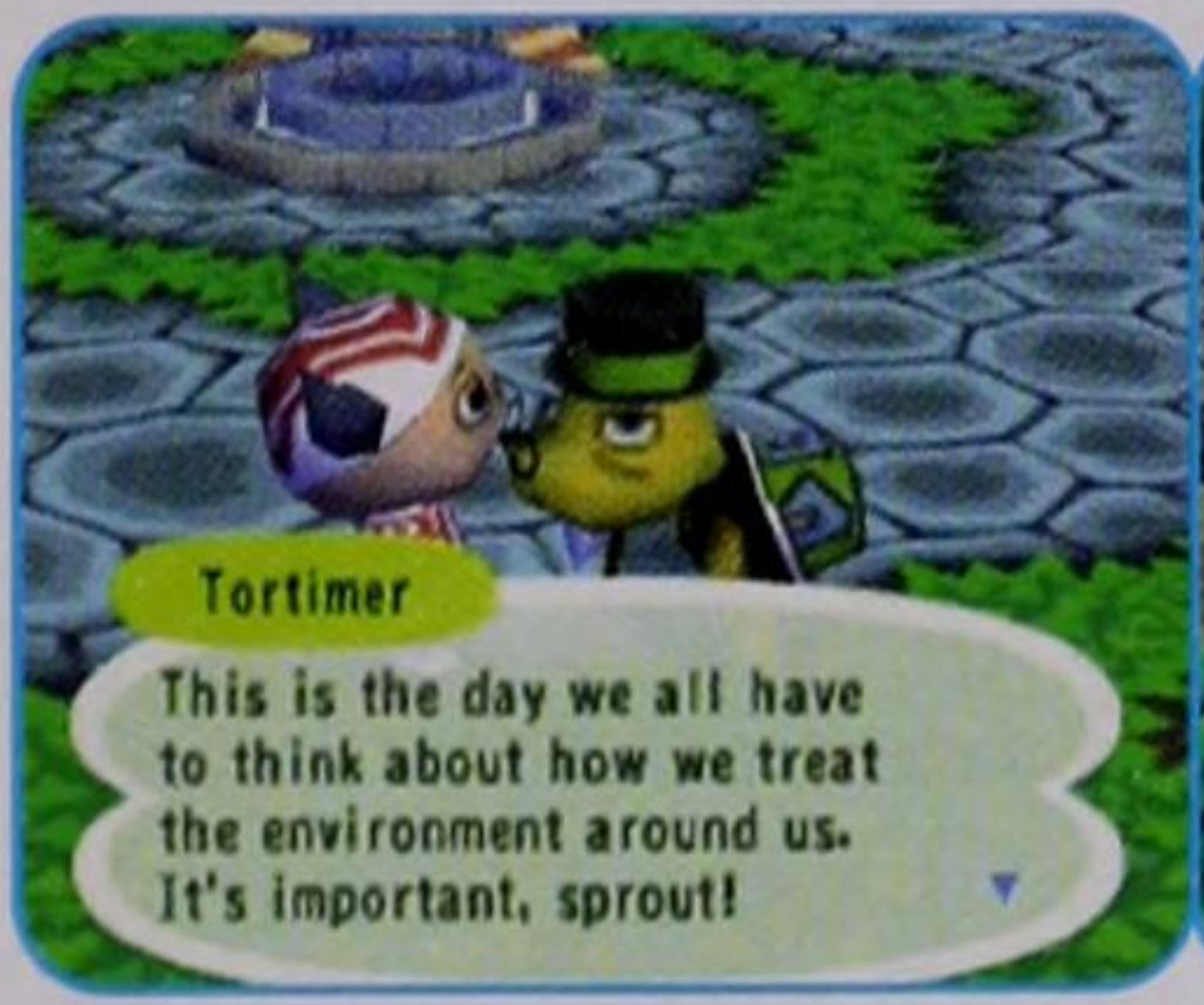
Don't you ever forget how
tragically short-lived these
beautiful blossoms are!
Let this gift remind you!

Ah, the delightful breeze and pink blossom! Tortimer loves the spring time, so head on over to the Wishing Well on any of these dates. Talk to each of inhabitant to fill your heart with joy! Locate Tortimer. You forgave him for that cruel April Fool's trick, didn't you? Talk to him, and he gives you a present—usually a Pink Tree Model. That's valuable!

April 2003

Day	Date	Event
T	1	10:00-18:00 April Fool's Day 00:00 Second Cherry Blossom rumor at Notice Board (first day)
W	2	
T	3	
F	4	00:00 Second Cherry Blossom rumor at Notice Board (last day)
S	5	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station! 10:00-22:00 Cherry Blossom Festival
S	6	6:00-12:00 Get your Turnip cash flowing, with Joan! 10:00-22:00 Cherry Blossom Festival
M	7	10:00-22:00 Cherry Blossom Festival
T	8	
W	9	
T	10	
F	11	
S	12	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	13	6:00-12:00 Get your Turnip cash flowing, with Joan!
M	14	
T	15	
W	16	
T	17	
F	18	
S	19	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	20	6:00-12:00 Get your Turnip cash flowing, with Joan!
M	21	
T	22	10:00-18:00 Nature Day—hug a tree!
W	23	
T	24	
F	25	
S	26	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	27	6:00-12:00 Get your Turnip cash flowing, with Joan!
M	28	
T	29	
W	30	

Nature Day: 4/22



Tortimer

This is the day we all have
to think about how we treat
the environment around us.
It's important, sprout!

4 22 Tue
10 01 am

Today is the day that we give thanks in *Animal Crossing* town for the wondrous nature that surrounds us all. Take time out to hug a tree. But don't get stung. Smell the flowers, skip through the weeds...hold on! Is your town full of weeds? Tidy it up, and plant flowers. After your optional frolic through the woodland, and gardening excursion, head to the Wishing Well and find the mayor. You get a Tree Model from him!

Spring Cleaning Day: 5/1

Tortimer

Today's Spring Cleaning Day, stinky☺. Oh, yepper!

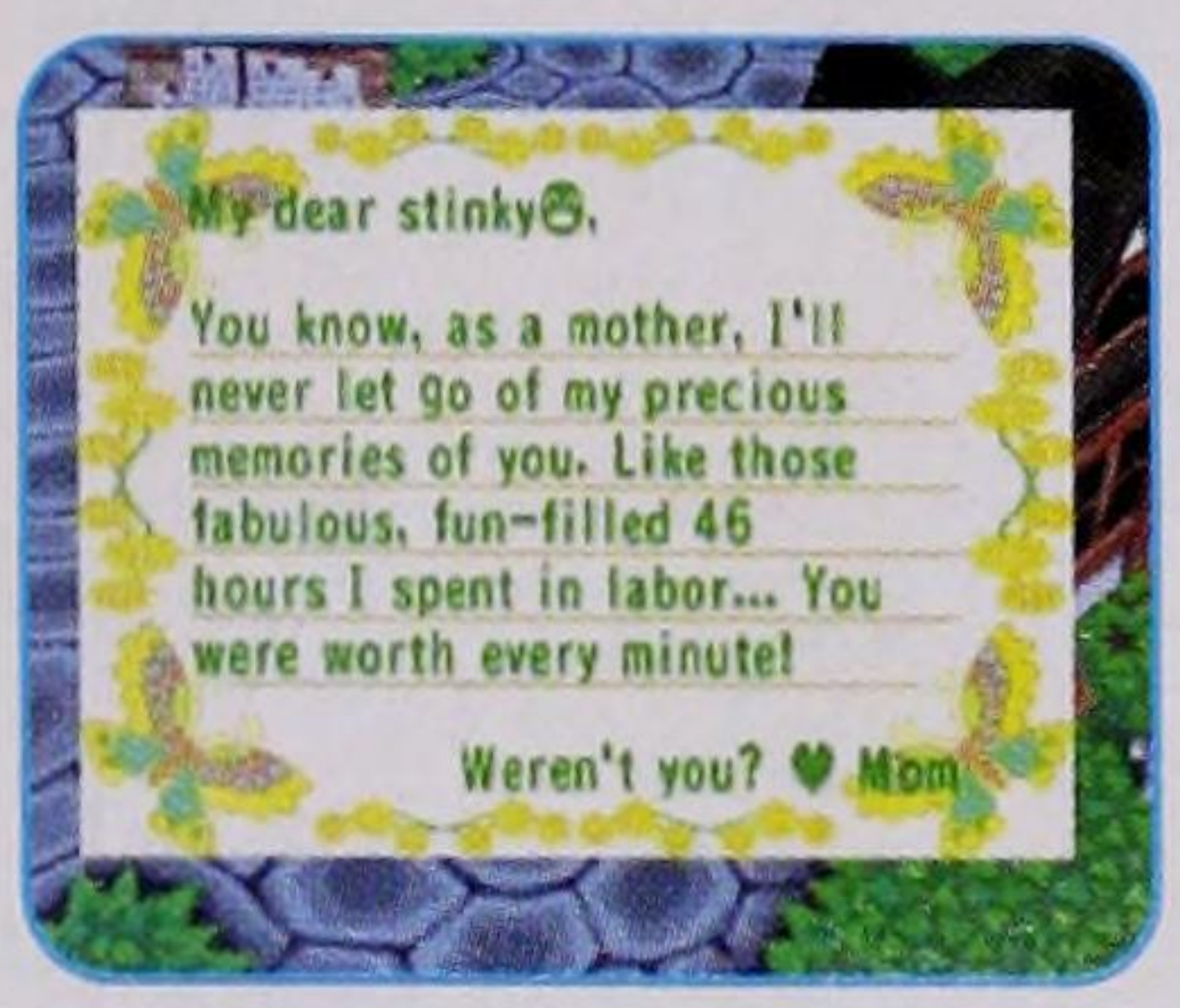
Is your house messy? This is the special day to get rid of all that clutter. The Happy Room Academy will thank you for it! Sell any items you don't want to Tom Nook—you'd be crazy to just give them away by leaving them at the Town Dump! Then head to the Wishing Well.

Tortimer

But at least it'll remind you to take out the trash! Heh hehh hehhh hoorf!

In a slightly ironic twist, Tortimer, when talked to, gives you a Dump Model as a prize. This will probably clutter up your basement, unless you're making a scale model of the town!

Mother's Day: 5/11 (Second Sunday in the Month)


My dear stinky☺,

You know, as a mother, I'll never let go of my precious memories of you. Like those fabulous, fun-filled 46 hours I spent in labor... You were worth every minute!

Weren't you? ♥ Mom

Read a nice letter from your mother today. Isn't your mom great? You should save that letter, you know!

Tortimer

It's a lovely phone. Every time you look at it, you think of calling your dear mother. Then do it!

Head on over to see the mayor Tortimer, and he'll present you with a Lovely Telephone. Super!

Hello! And thank you for calling Dial-a-Psychic!

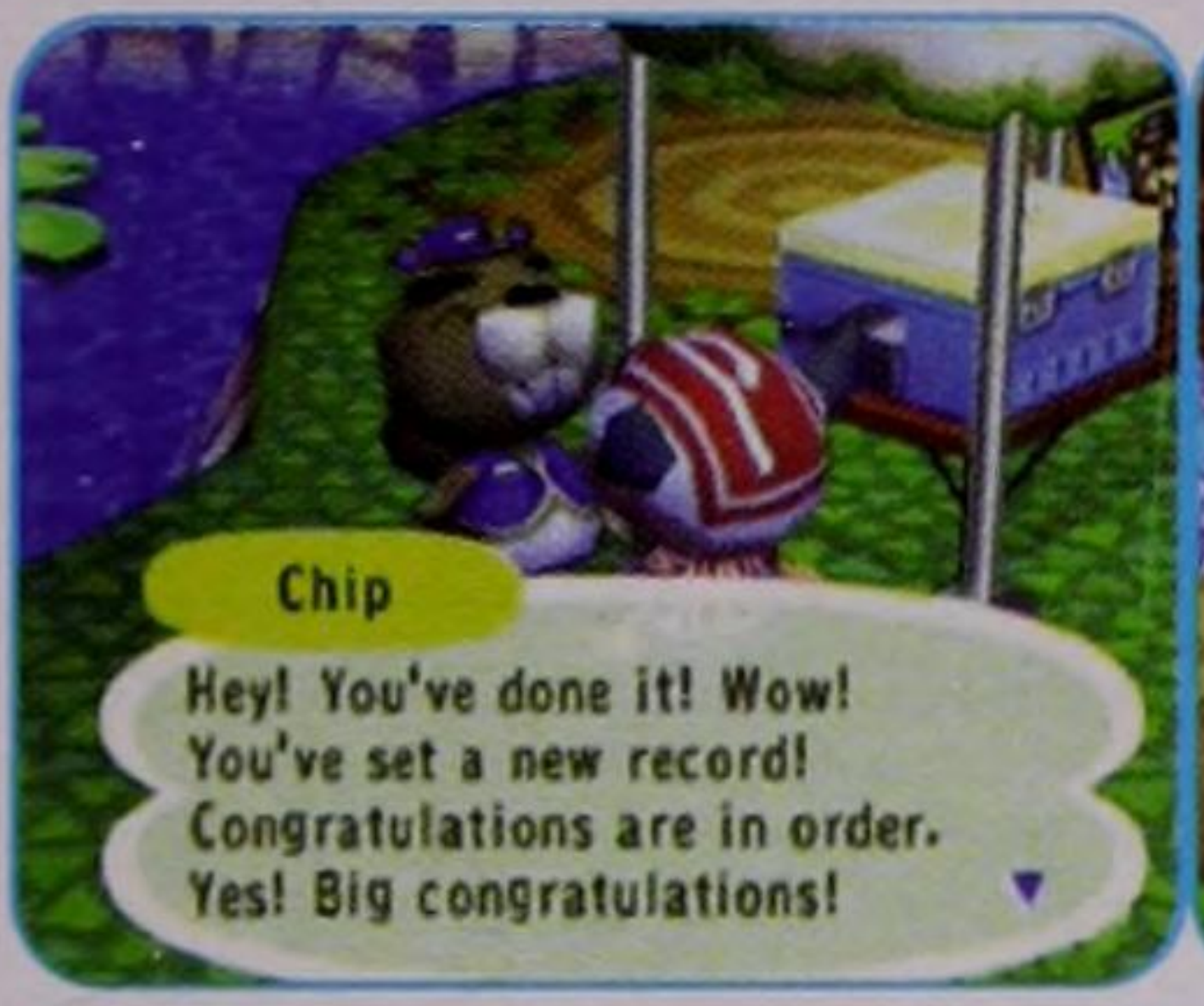
You can place this item in your house, and use it to call a psychic hotline! This lets you have your fortune read without visiting Katrina!

May 2003

Day	Date	Event
T	1	10:00-18:00 Spring Cleaning Day
F	2	
S	3	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	4	6:00-12:00 Get your Turnip cash flowing, with Joan!
M	5	
T	6	
W	7	
T	8	
F	9	
S	10	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	11	6:00-12:00 Get your Turnip cash flowing, with Joan! 10:00-18:00 Mother's Day
M	12	
T	13	
W	14	
Y	15	00:00 Fishing Tournament rumor on Notice Board (first day)
F	16	
S	17	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	18	6:00-12:00 Get your Turnip cash flowing, with Joan!
M	19	
T	20	
W	21	
T	22	
F	23	
S	24	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	25	6:00-12:00 Get your Turnip cash flowing, with Joan!
M	26	
T	27	
W	28	
T	29	
F	30	
S	31	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station! 00:00 Fishing Tournament rumor on Notice Board (last day)

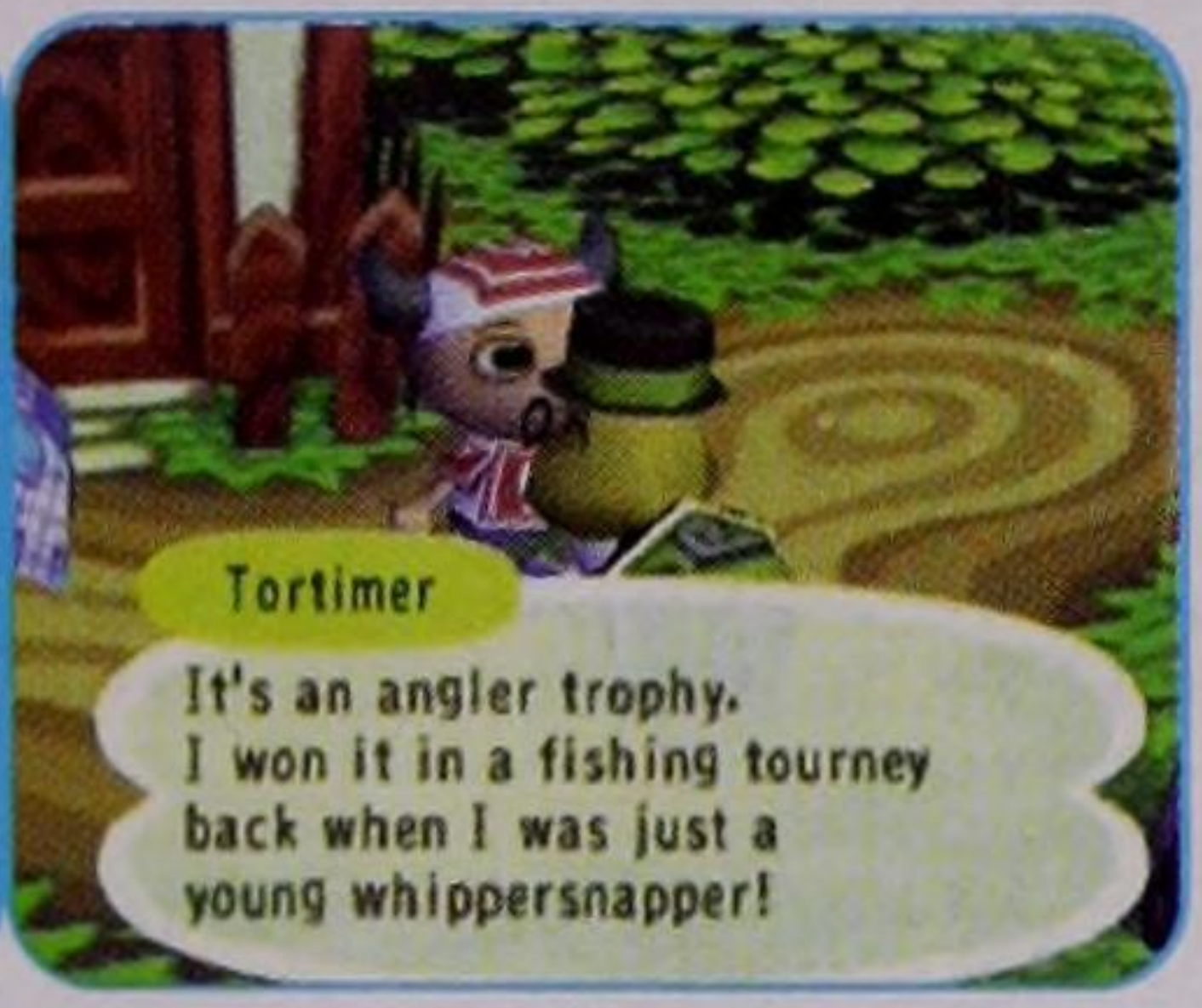
Fishing Tournament: Every Sunday in June

Pack your bait and go to the big pond in your town. When you reach the pond, spot Chip, the bear with a taste for Fish! He's the judge of the contest, and he's near the action! He may be the judge, but he spends more time chowing down on the Fish you catch instead! Talk to him about precisely which Fish to catch.



Chip

Hey! You've done it! Wow!
You've set a new record!
Congratulations are in order.
Yes! Big congratulations!

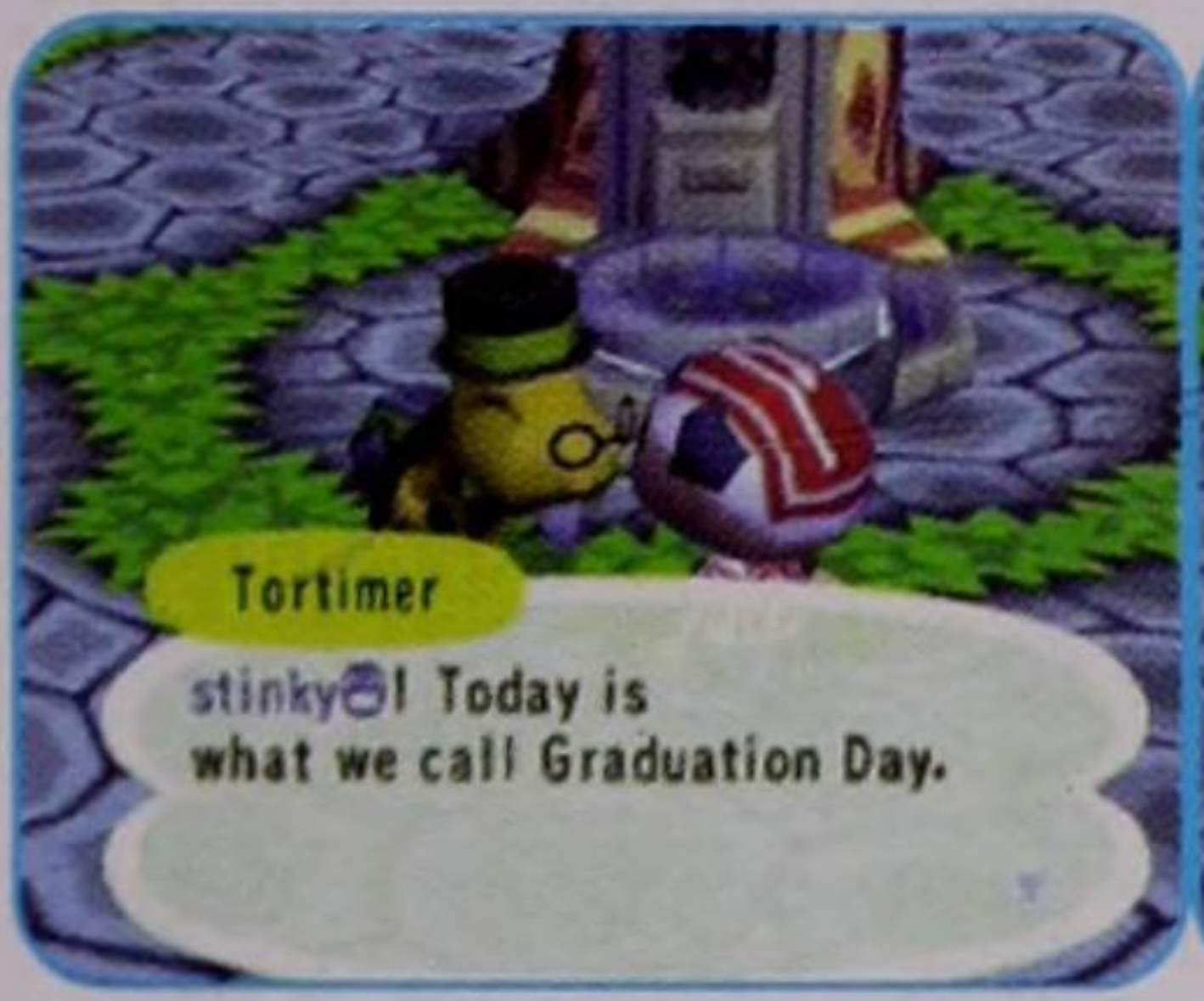


Tortimer

It's an angler trophy.
I won it in a fishing tourney
back when I was just a
young whippersnapper!

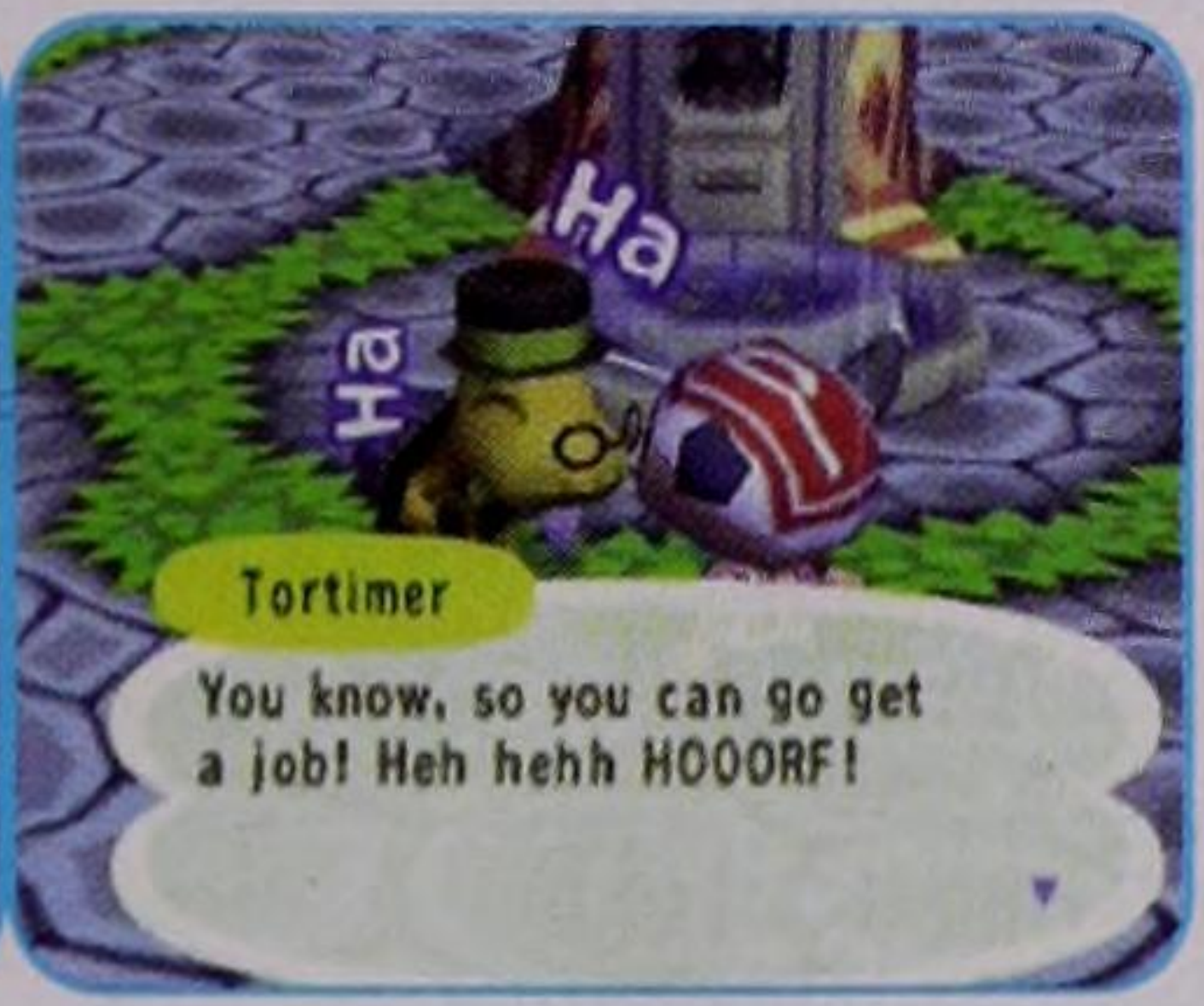
If you don't, Chip will nosh on any other Fish if you let him! Keep fishing, looking for large shadows in the pond, and bag yourself a weighty Fish! Chip gives you a prize if your Fish is the largest! During this competition, if you spot Tortimer strolling about, stop and chat with him—he gives you a Angler Trophy just for trying!

Graduation Day: Second Friday in June



Tortimer

stinky☺! Today is
what we call Graduation Day.

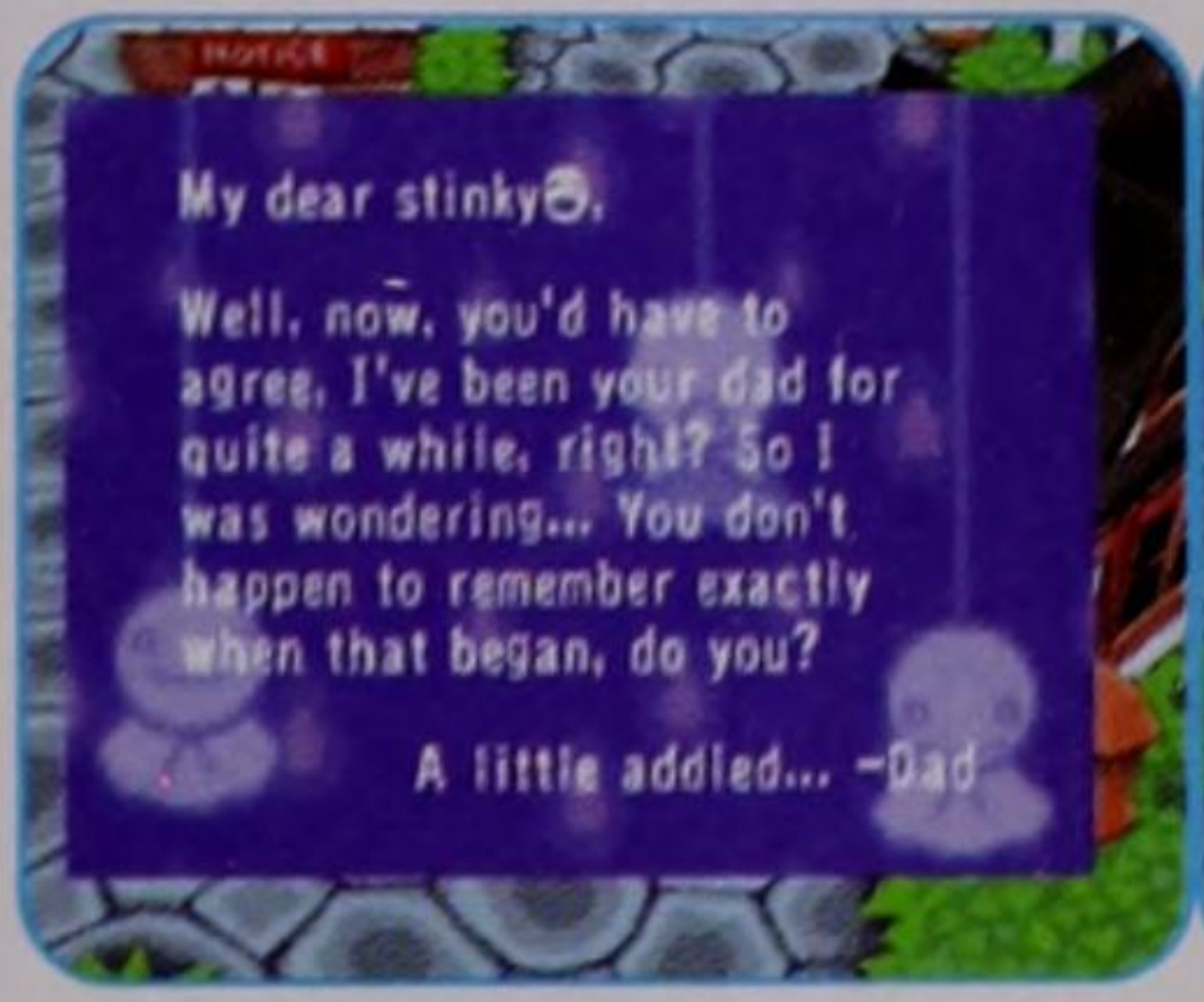


Tortimer

You know, so you can go get
a job! Heh hehh HOOORF!

This is the day when all those who've studied hard are rewarded, and it's another chance to head to the Wishing Well! You should receive a letter confirming that this is indeed Graduation Day. Trot on over to the mayor, and talk to him. He wants you to be in your best garments for such a special day, and awards you with the Able Sisters' Tailor Model. That's another model to add to your collection!

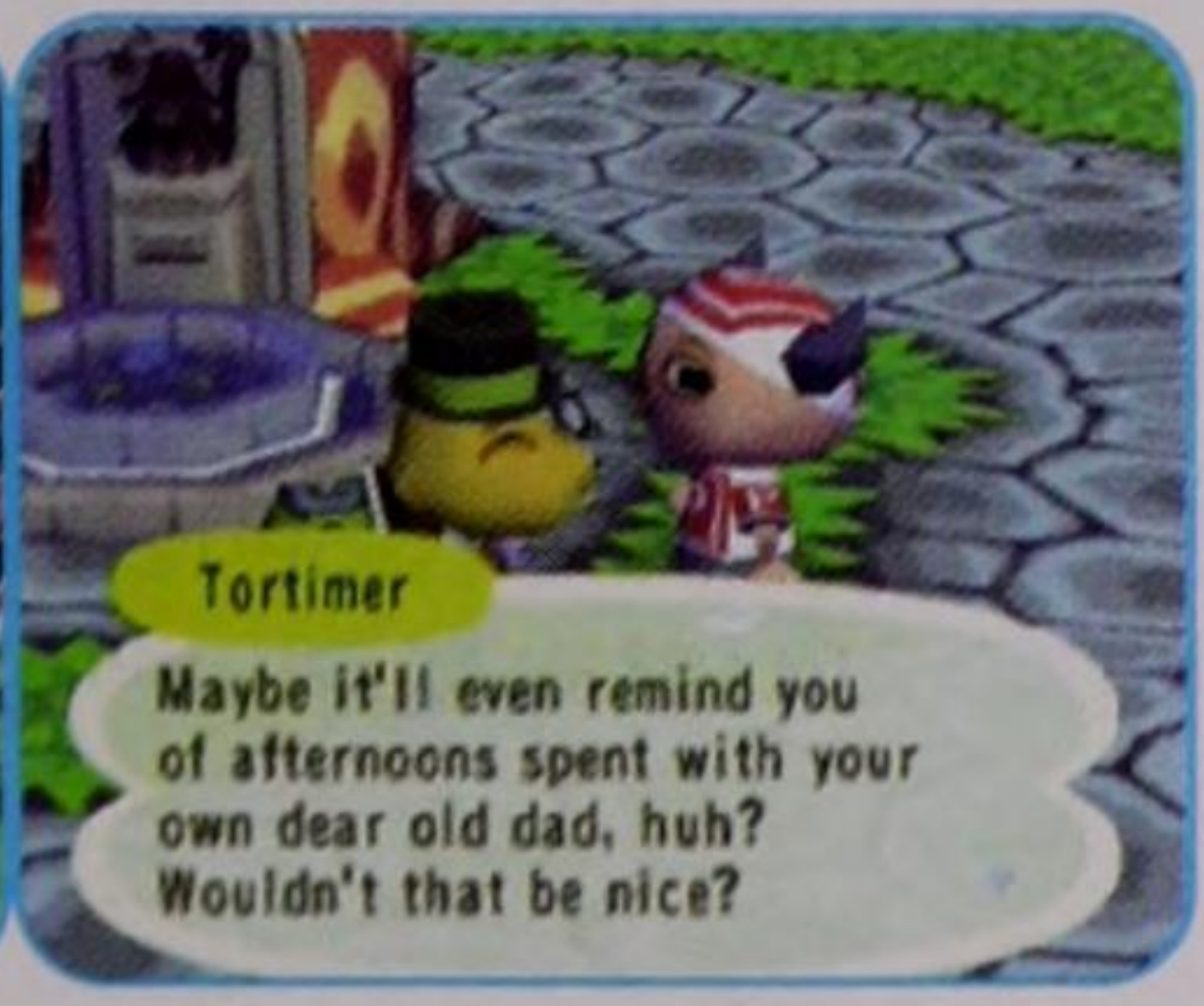
Father's Day: Third Sunday in June



My dear stinky☺,

Well, now, you'd have to agree, I've been your dad for quite a while, right? So I was wondering... You don't happen to remember exactly when that began, do you?

A little addled... -Dad



Tortimer

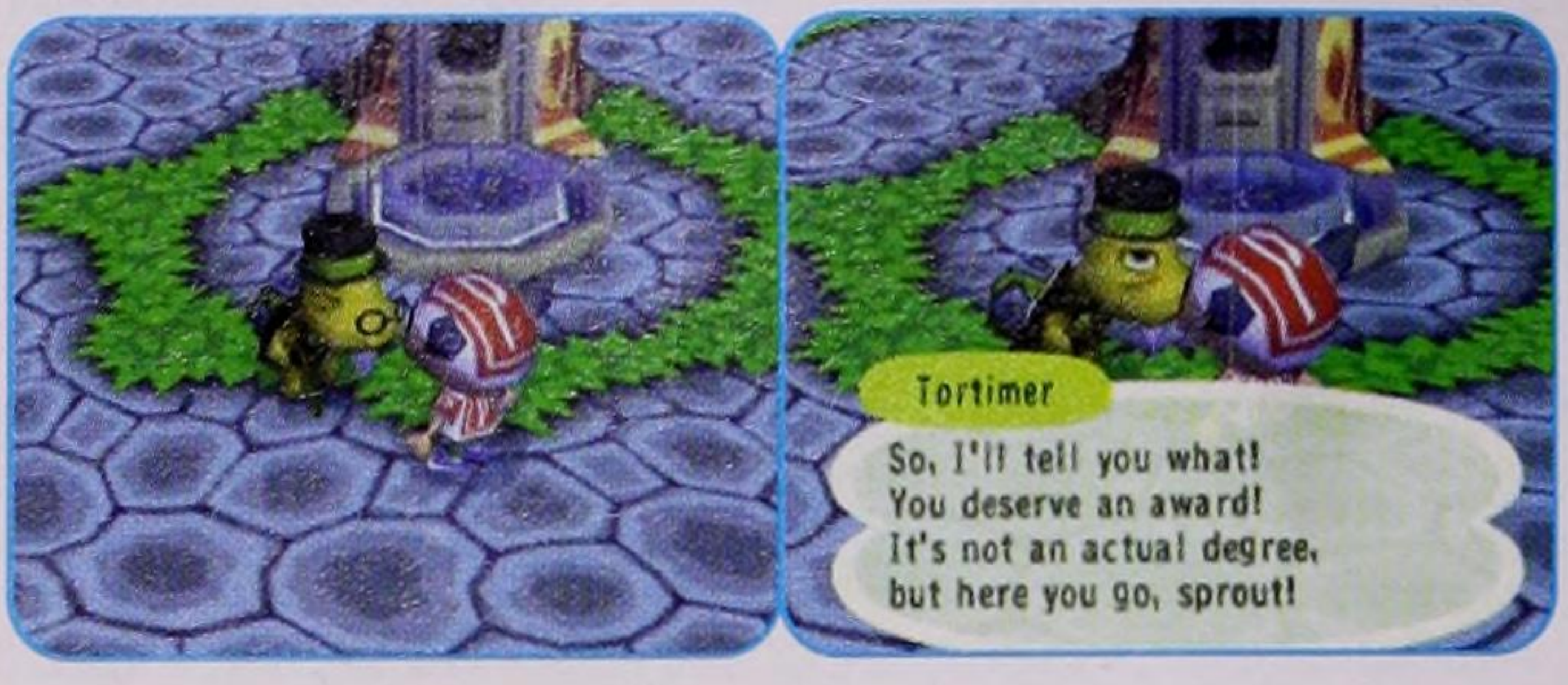
Maybe it'll even remind you
of afternoons spent with your
own dear old dad, huh?
Wouldn't that be nice?

June 2003

Day	Date	Event
S	1	6:00-12:00 Make a killing from Joan's Turnip fields! 06:00-18:00 Fishing Tournament
M	2	00:00 Fishing Tournament Results (Notice Board)
T	3	
W	4	
T	5	
F	6	
S	7	20:00-24:00 Dig that doggie's groove thing down at the station!
S	8	6:00-12:00 Make a killing from Joan's Turnip fields! 06:00-18:00 Fishing Tournament
M	9	00:00 Fishing Tournament Results (Notice Board)
T	10	
W	11	
T	12	
F	13	10:00-18:00 Graduation Day
S	14	20:00-24:00 Dig that doggie's groove thing down at the station!
S	15	6:00-12:00 Make a killing from Joan's Turnip fields! 10:00-18:00 Father's Day 06:00-18:00 Fishing Tournament
M	16	00:00 Fishing Tournament Results (Notice Board)
T	17	
W	18	
T	19	
F	20	
S	21	20:00-24:00 Dig that doggie's groove thing down at the station!
S	22	6:00-12:00 Make a killing from Joan's Turnip fields! 06:00-18:00 Fishing Tournament
M	23	00:00 Fishing Tournament Results (Notice Board)
T	24	
W	25	00:00 Fireworks show rumor appears on Notice Board (first day)
T	26	
F	27	
S	28	20:00-24:00 Dig that doggie's groove thing down at the station!
S	29	6:00-12:00 Make a killing from Joan's Turnip fields! 06:00-18:00 Fishing Tournament
M	30	00:00 Fishing Tournament Final Results (Notice Board)

Be prepared to receive a letter from your character's father, letting you know how his special day is going. Mosey on over to the Wishing Well, and the mayor gives you another present to commemorate this special day. It's a Locomotive Model. Add it to the miniature town that's collecting dust in your basement.

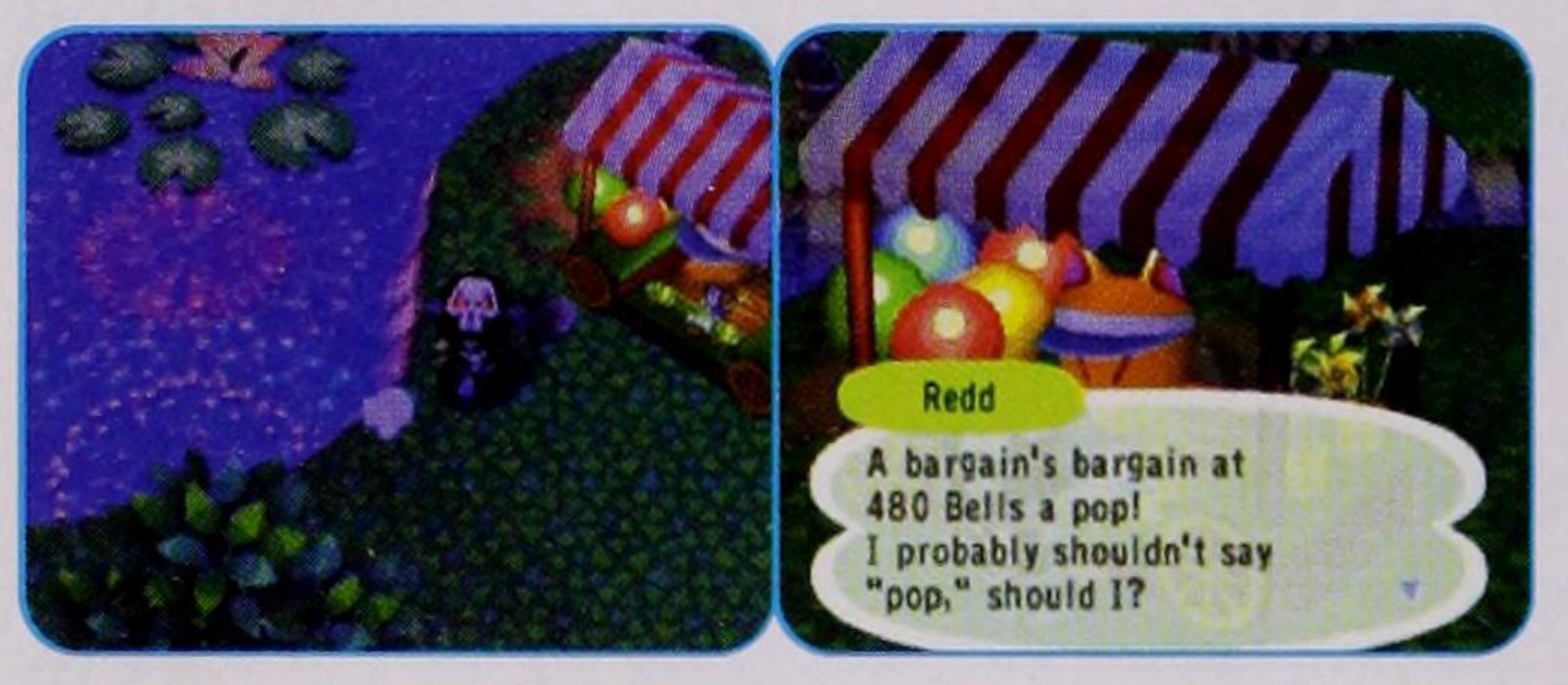
Home Town Day: One Random Day in July (10:00-18:00)



So, I'll tell you what! You deserve an award! It's not an actual degree, but here you go, sprout!

Read your Diary well before July, and pencil in one of the days that appears as "Home Town Day". This marks the birthday of the entire town. The date is predetermined when you create your town, and it can be any day between July 1, and July 31, except for July 4. When this day arrives, go to the Wishing Well between 10 a.m. and 6 p.m. Find Tortimer, who's so happy about his darling settlement that he offloads a Station Model for your collection.

Fireworks Show: 7/4



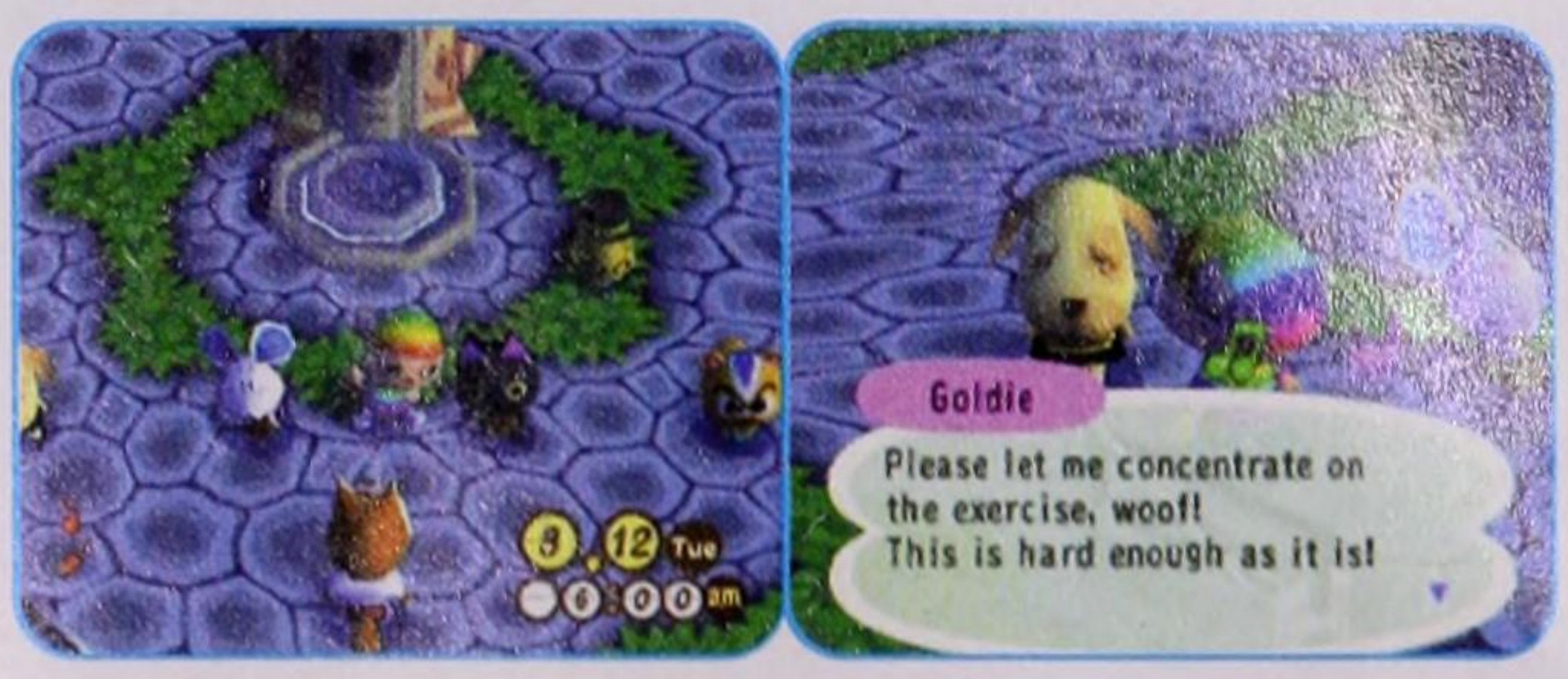
A bargain's bargain at 480 Bells a pop! I probably shouldn't say "pop," should I?

The mayor lays on a Fireworks Show over the big pond in the middle of town. Emerge from your home at 7 in the evening. If you appear in the morning, you'll have a long wait, as this festival lasts from 7 p.m. to 9 p.m.! At the stroke of 7, the pond reflects the beautiful fireworks display. Long live your town! Talk to the other inhabitants to find out how much fun they're having!

Now wander off and find the mayor—he may not be close to the pond. Talk to him when you find him. He delivers an exciting Bottle Rocket to commemorate this fabulous festival. Store it in the cellar—it can't be fired, but it is a rare item!

Morning Aerobics: 7/25-7/31

Copper the Police dog is readying the town for a fitness regime that lasts from July 25 to August 31. Ready to stretch and tone? Heave your form out of your house between 6 and 7 a.m. every single day if you want to exercise with the best of them. There's no prize for completing this task every day—just a feeling pride at your dedication!



Please let me concentrate on the exercise, woof! This is hard enough as it is!

July 2003

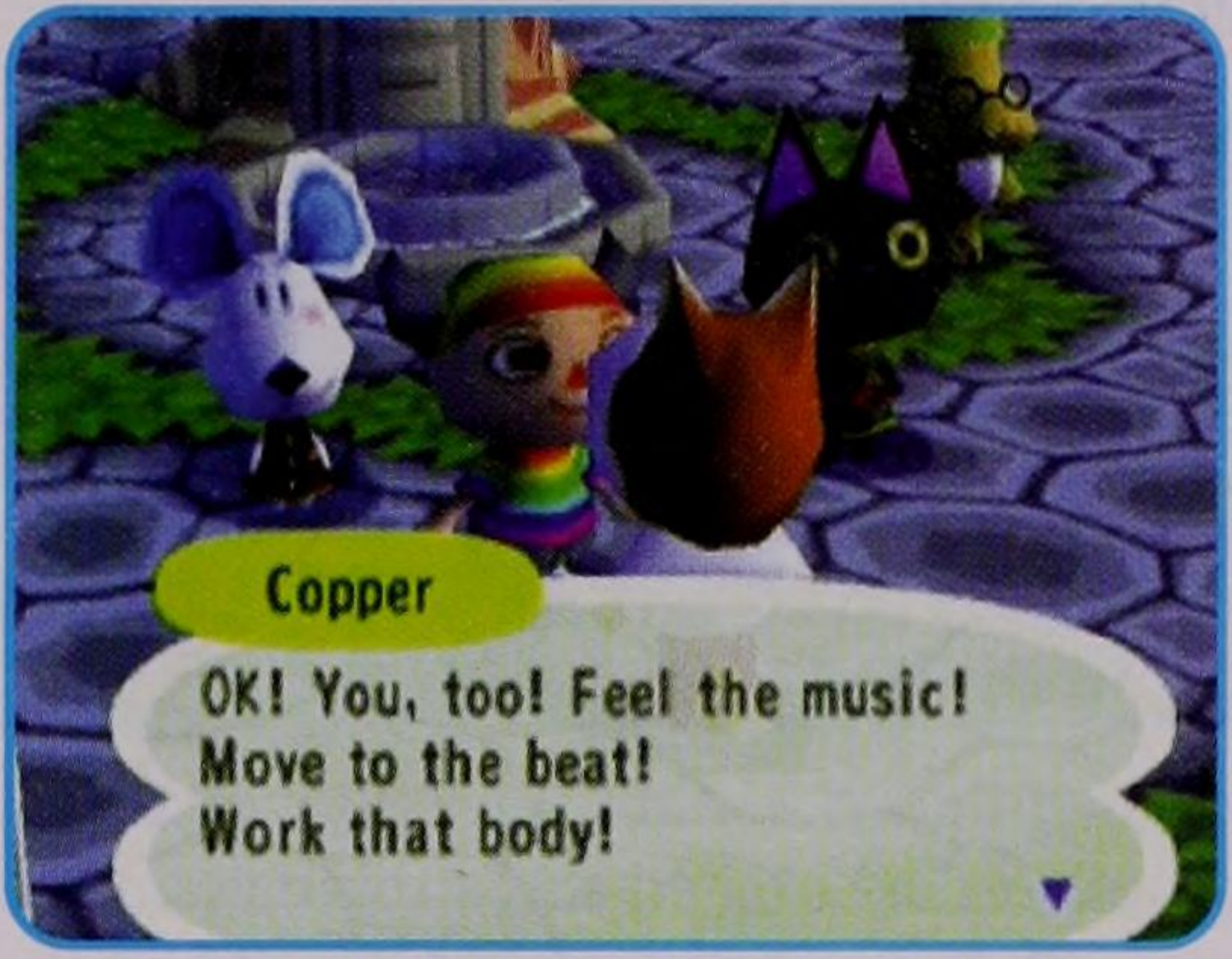
Day	Date	Event
T	1	
F	2	
S	3	00:00 Fireworks Show rumor appears on Notice Board (last day)
S	4	19:00-21:00 Fireworks Festival
M	5	20:00-24:00 Dig that doggie's groove thing down at the station!
T	6	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
W	7	
T	8	
F	9	
S	10	
S	11	
M	12	20:00-24:00 Dig that doggie's groove thing down at the station!
T	13	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash!
W	14	00:00 Morning aerobics rumor on Notice Board (first day)
Y	15	
F	16	
S	17	
S	18	
M	19	
T	20	
W	21	
T	22	
F	23	
S	24	00:00 Morning aerobics rumor on Notice Board (last day)
S	25	06:00-07:00 Morning aerobics. Don't forget your spandex!
M	26	20:00-24:00 Dig that doggie's groove thing down at the station! 00:00 Second Morning aerobics rumor on Notice Board (first day). 06:00-07:00 Morning aerobics
T	27	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash! 06:00-07:00 Morning Aerobics
W	28	06:00-07:00 Morning aerobics
T	29	06:00-07:00 Morning aerobics
F	30	06:00-07:00 Morning aerobics 00:00 Second Morning aerobics rumor on Notice Board (last day)
S	31	06:00-07:00 Morning aerobics. Don't forget your spandex!

Just like where you exercised in March 2003, you can learn a number of moves during this time and talk to all of the town's inhabitants. Some of the inhabitants fluff their exercises, but others are really keen. Join in, using the exercise chart on page 70 to guide you.

August 2003

Day	Date	Event
F	1	00:00 Morning aerobics rumor 2 on Notice Board (continues from July) 06:00-07:00 Morning aerobics
S	2	06:00-07:00 Morning aerobics. Don't forget your spandex! 20:00-24:00 K.K. Slider is jamming away on that guitar at the Train Station.
S	3	06:00-07:00 Morning aerobics 6:00-12:00 A Turnip surprise, courtesy of Joan!
M	4	06:00-07:00 Morning aerobics
T	5	00:00 Meteor shower rumor on Notice Board (first day). 06:00-07:00 Morning aerobics
W	6	06:00-07:00 Morning aerobics
T	7	06:00-07:00 Morning aerobics
F	8	06:00-07:00 Morning aerobics
S	9	06:00-07:00 Morning aerobics 20:00-24:00 K.K. Slider is jamming away on that guitar at the Train Station.
S	10	06:00-07:00 Morning aerobics. 6:00-12:00 A Turnip surprise, courtesy of Joan!
M	11	00:00 Meteor shower rumor on Notice Board (last day). 06:00-07:00 Morning aerobics
T	12	06:00-07:00 Morning Aerobics. 18:00-21:00 Check out the Meteor Shower at the pond!
W	13	06:00-07:00 Morning aerobics
T	14	06:00-07:00 Morning aerobics
F	15	06:00-07:00 Morning aerobics
S	16	06:00-07:00 Morning aerobics. 20:00-24:00 Slider is jamming away on that guitar at the Train Station.
S	17	06:00-07:00 Morning aerobics. 6:00-12:00 A Turnip surprise, courtesy of Joan!
M	18	06:00-07:00 Morning aerobics
T	19	06:00-07:00 Morning aerobics
W	20	06:00-07:00 Morning aerobics
T	21	06:00-07:00 Morning aerobics
F	22	06:00-07:00 Morning aerobics
S	23	06:00-07:00 Morning aerobics. 20:00-24:00 Slider is jamming away on that guitar at the Train Station.
S	24	06:00-07:00 Morning aerobics. 6:00-12:00 A Turnip surprise, courtesy of Joan!
M	25	06:00-07:00 Morning aerobics
T	26	06:00-07:00 Morning aerobics
W	27	06:00-07:00 Morning aerobics
T	28	06:00-07:00 Morning aerobics
F	29	06:00-07:00 Morning aerobics
S	30	06:00-07:00 Morning aerobics. 00:00 Morning aerobics rumor 2 on Notice Board (last day) 20:00-24:00 Slider is jamming away on that guitar at the Train Station
S	31	06:00-07:00 Last day for morning aerobics. You probably want to wash that spandex! 6:00-12:00 A Turnip surprise, courtesy of Joan!

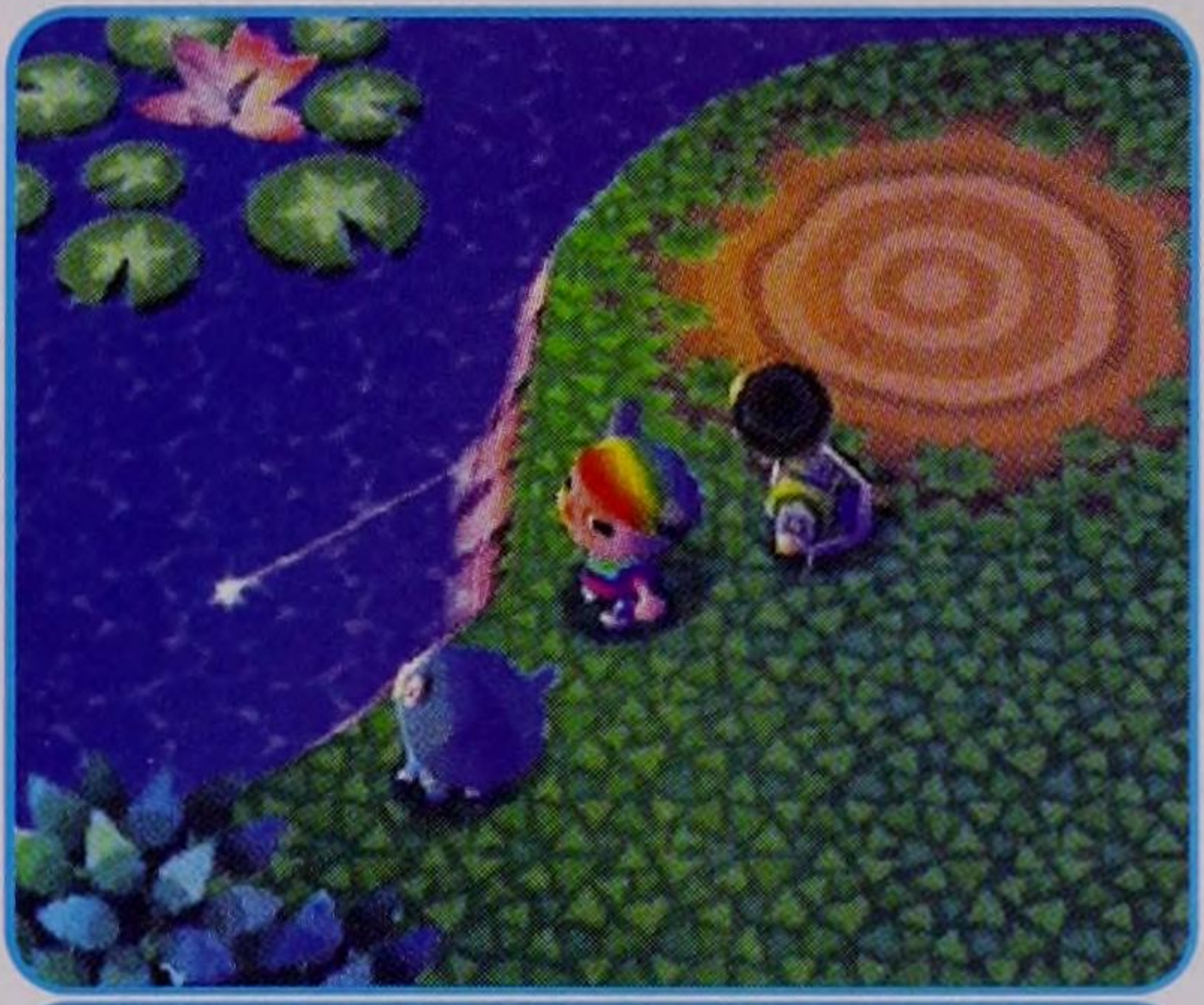
Morning Aerobics: 8/1-8/31

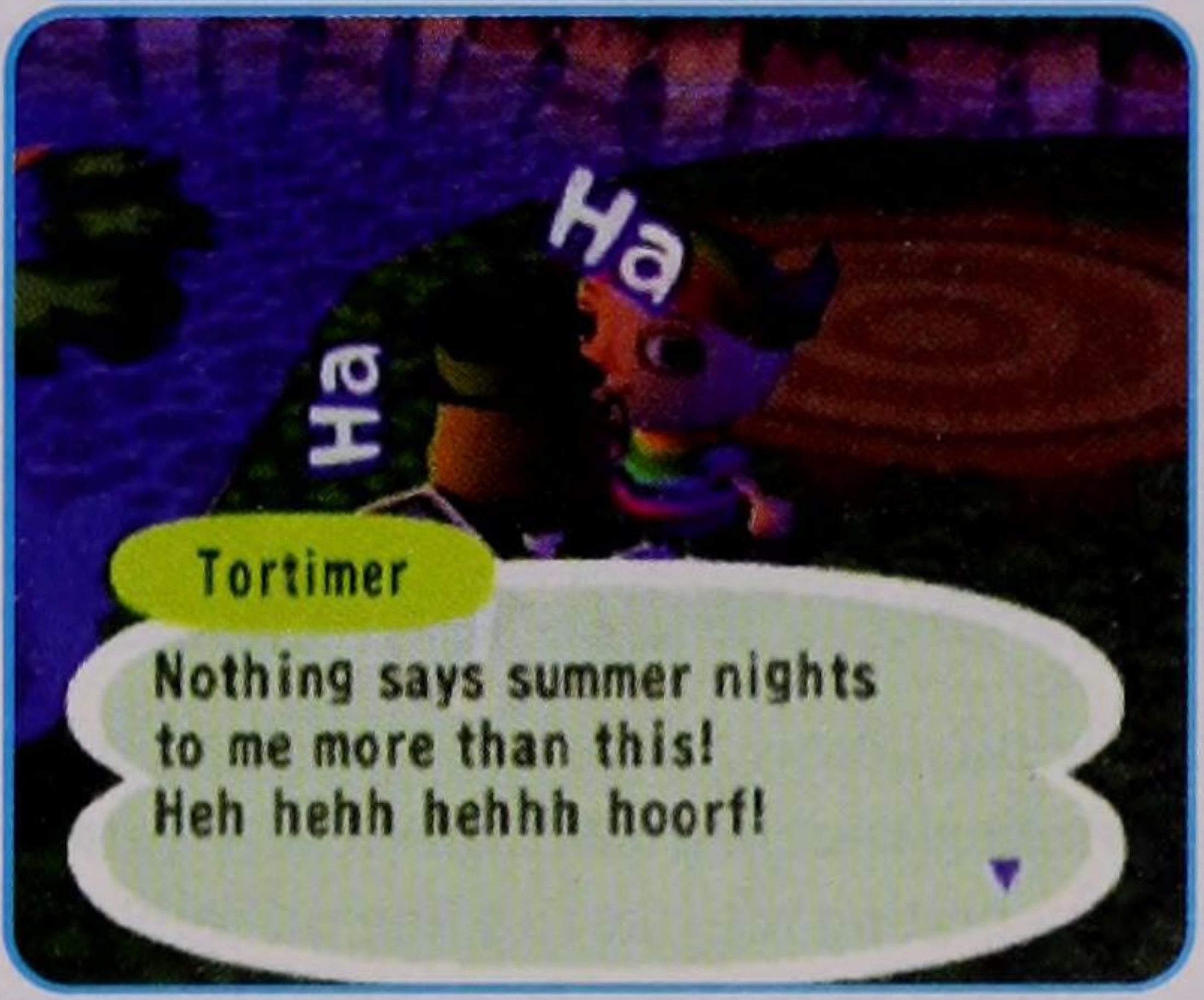


Copper

OK! You, too! Feel the music!
Move to the beat!
Work that body!

Copper the Police dog is readying the town for a fitness regime that lasts from July 25 to August 31. Ready to stretch and tone? Heave your form out of your house between 6 and 7 a.m. every single day if you want to exercise with the best of them. There's no prize for completing this task every day—just a feeling pride at your dedication! See page 70 for the exercise chart.





Tortimer

Nothing says summer nights
to me more than this!
Heh hehh hehhh hoorf!

Meteor Shower: 8/12

On August 12, from 6 p.m. to 9 p.m. only, head on over to the big pond in the middle of town and locate Tortimer. He's more than happy to offload a Telescope for you to keep. It's a rare item, but you can't use it to view the action—only from the pool's reflection.

Labor Day: First Monday in September, 10:00-18:00

Tortimer

So, to commemorate the hard work of all those who have made funktown what it is, I want you to have this!

Tortimer

At the very least, it ought to remind you of one of the hardest-working critters in our fair town, sprout!

Tortimer throws a Labor Day party! All of the town's inhabitants are excited about this day, and so is the mayor. Between 10 a.m. and 6 p.m., head on over to the Wishing Well to greet him. He offers you yet another tiny model; this one is of Tom Nook's store. Lovely! Place it with the others.

Harvest Moon Festival: Full Moon in September; 18:00-21:00

There's something magical about either September 21 (2002) or September 10 (2003). It's when the town celebrates the Harvest Moon. Between 6 and 9 p.m., find the large pond in the middle of your town. Stand by the water's edge. The moon appears in the dappled water and moves across the water until it disappears around 9 p.m.

During this mystical time, find Tortimer. He's got you a gift to celebrate—it's a Moon! This isn't any old Moon though—it's enormous! What are you going to do with that? Well, it's great if you're collecting the Space series of objects, but otherwise...down into the basement it goes!

Founder's Day: 9/16; 10:00-18:00

Quickly run from your house, and scamper down to the Wishing Well in the village—the mayor is there! He's celebrating the day this fine piece of software was released to the general public! Hooray for Nintendo! Now grab your Weed Model!

Autumnal Equinox Day and Sports Day: 3/21; 09:00-17:00

Tortimer holds this festival between 9 a.m. and 5 p.m. Four events occur throughout the entire day for you to observe; check out the Notice Board throughout the day. Although you can't mimic the exercises identically to the other inhabitants, you can certainly join in the fun by using ©. Refer to the table on page 70 to see how to do the exercises.

September 2003

Day	Date	Event
M	1	10:00-18:00 Labor Day—honor the workers by shopping!
T	2	
W	3	00:00 Harvest Moon rumor at Notice Board (first day)
T	4	
F	5	
S	6	20:00-24:00 K.K. Slider is playing at the Train Station.
S	7	6:00-12:00 Wake up early for Joan's sweet Turnips!
M	8	
T	9	00:00 Harvest Moon rumor at Notice Board (last day)
W	10	18:00-21:00 Harvest Moon Festival.
T	11	
F	12	
S	13	20:00-24:00 K.K. Slider is playing at the Train Station.
S	14	6:00-12:00 Wake up early for Joan's sweet Turnips! 00:00 Autumnal Equinox rumor at Notice Board (first day)
M	15	
T	16	10:00-18:00 Founder's Day
W	17	
T	18	
F	19	
S	20	20:00-24:00 K.K. Slider is playing at the Train Station.
S	21	6:00-12:00 Wake up early for Joan's sweet Turnips!
M	22	00:00 Autumnal Equinox rumor at Notice Board (last day)
T	23	09:00-17:00 Autumnal Equinox and Sports Fair. Time for another medal!
W	24	
T	25	
M	26	
F	27	20:00-24:00 K.K. Slider is playing at the Train Station.
S	28	6:00-12:00 Wake up early for Joan's sweet Turnips!
S	29	
M	30	

Phew! That was hard work! Now chat with the other inhabitants, and Copper, then come back later! Remember to talk to Tortimer during this day, and he awards you with an Autumn Medal for competing in this competition. What a cool prize! Place it in your home with pride.

Explorer's Day: 10/13; 10:00-18:00

This event commemorates the fine explorers who adventured about the land. Stumble out of your house any time between 10 a.m. and 6 p.m., and go to the Wishing Well.

Find Tortimer and start chatting with him.

He goes on about this special day, and then presents you with a fabulous Bottled Ship. This rare item looks great on a table. How'd they build that ship inside that bottle? Crazy!

Mushrooming Day: 10/15-10/25; 08:00

Make sure you wake up and enter the town right at 8 a.m., as five Mushrooms are hidden throughout the town. Find the first one quickly!

Every 15 minutes, one of the Mushrooms disappears from its randomly positioned home, usually in wooded areas. So at 08:15 there are four, 08:30 there are three, 08:45 there are two, 09:00 there's one, and the last disappears at 9:15 a.m.

You don't have to find all of the Mushrooms, but they bring in 5,000 Bells each; so there's a cool 25,000 Bells for around 10 minutes of searching!

If you find Mushrooms every day during the season, from 10/15 to 10/25, there's a maximum of 250,000 Bells! Ka-ching! Sell your fungi at Tom Nook's emporium.

Halloween: 10/31; 18:00-24:00

From 6 in the evening to 1 a.m., expect good-natured tomfoolery all about town! However, you don't want a prank played on you, so make sure you enter town before 6 p.m., and get to Tom Nook's store for candy. Buy all the candy you can afford! Wait for the town's inhabitants to change into their Halloween costumes after 6 p.m. You can store extra candy in your home to please everyone!

They all wear scary pumpkin masks! When they ask "trick or treat?" give them candy. If you refuse or don't have any candy to give, those inhabitants mess with you by changing items in your inventory to useless Jack-in-the-boxes! Stop them by either depositing all the items in your house, or dish out the candy. If you give out a load of candy, you can obtain Spooky furniture! Track down the mayor, usually near the Wishing Well, and gives you a scale model of Katrina's Tent!

October 2003

Day	Date	Event
W	1	Halloween rumor at Notice Board (first day)
T	2	
F	3	
S	4	20:00-24:00 Dig that doggie's groove thing down at the station!
S	5	6:00-12:00 A Turnip surprise, courtesy of Joan!
M	6	
T	7	
W	8	
T	9	
F	10	00:00 Mushrooming Day rumor 1 at Notice Board (first day)
S	11	20:00-24:00 Dig that doggie's groove thing down at the station!
S	12	6:00-12:00 A Turnip surprise, courtesy of Joan!
M	13	10:00-18:00 Explorer's Day
T	14	00:00 Mushrooming Day rumor 1 at Notice Board (last day)
W	15	00:00 Mushrooming Day rumor 2 at Notice Board (first day) 00:00 Fall Fishing Tournament rumor 1 at Notice Board (first day) 08:00 Mushrooming Day
T	16	08:00 Mushrooming Day
F	17	08:00 Mushrooming Day
S	18	08:00 Mushrooming Day 20:00-24:00 Dig that doggie's groove thing down at the station!
S	19	08:00 Mushrooming Day 6:00-12:00 A Turnip surprise, courtesy of Joan!
M	20	08:00 Mushrooming Day
T	21	08:00 Mushrooming Day
W	22	08:00 Mushrooming Day
T	23	08:00 Mushrooming Day
F	24	08:00 Mushrooming Day
S	25	00:00 Mushrooming Day rumor 2 at Notice Board (last day), 08:00 Last Mushrooming Day 20:00-24:00 Dig that doggie's groove thing down at the station!
S	26	6:00-12:00 A Turnip surprise, courtesy of Joan!
M	27	
T	28	
W	29	
T	30	00:00 Halloween rumor at Notice Board (last day)
F	31	00:00 Fall Fishing Tournament rumor 1 at Notice Board (first day) 18:00-24:00 Halloween

Mayor's Day: First Tuesday in November; 10:00-18:00
It's time to honor that old tortoise! Get over to the Wishing Well. Once you've cornered the mayor, he celebrates his day by giving you a Well Model!

Officer's Day: 11/11; 10:00-18:00
Slide out of bed between 10 a.m. and 6 p.m. and head over to the Wishing Well. The mayor's asks you to think for a moment about all the good that your uniformed officers do. Then take the memento of this special day—a scale model of the Police Station!

Fishing Tournament: Every Sunday in November
Pack your bait and head on over to the big pond somewhere in your town—that's where all the best (and coldest) fishing inhabitants are casting their lines! When you reach the pond, spot Chip, the bear with a taste for Fish! He's the judge of the contest, and he's near the action!

Talk to him about precisely which Fish to catch. If you don't, Chip will nosh on any other Fish if you let him! Keep fishing, looking for large shadows in the pond and bag yourself a weighty Fish! Chip gives you a prize if your Fish is the largest! If you spot Tortimer strolling about, stop and chat with him—he'll give you an Fishing Trophy, just for trying!

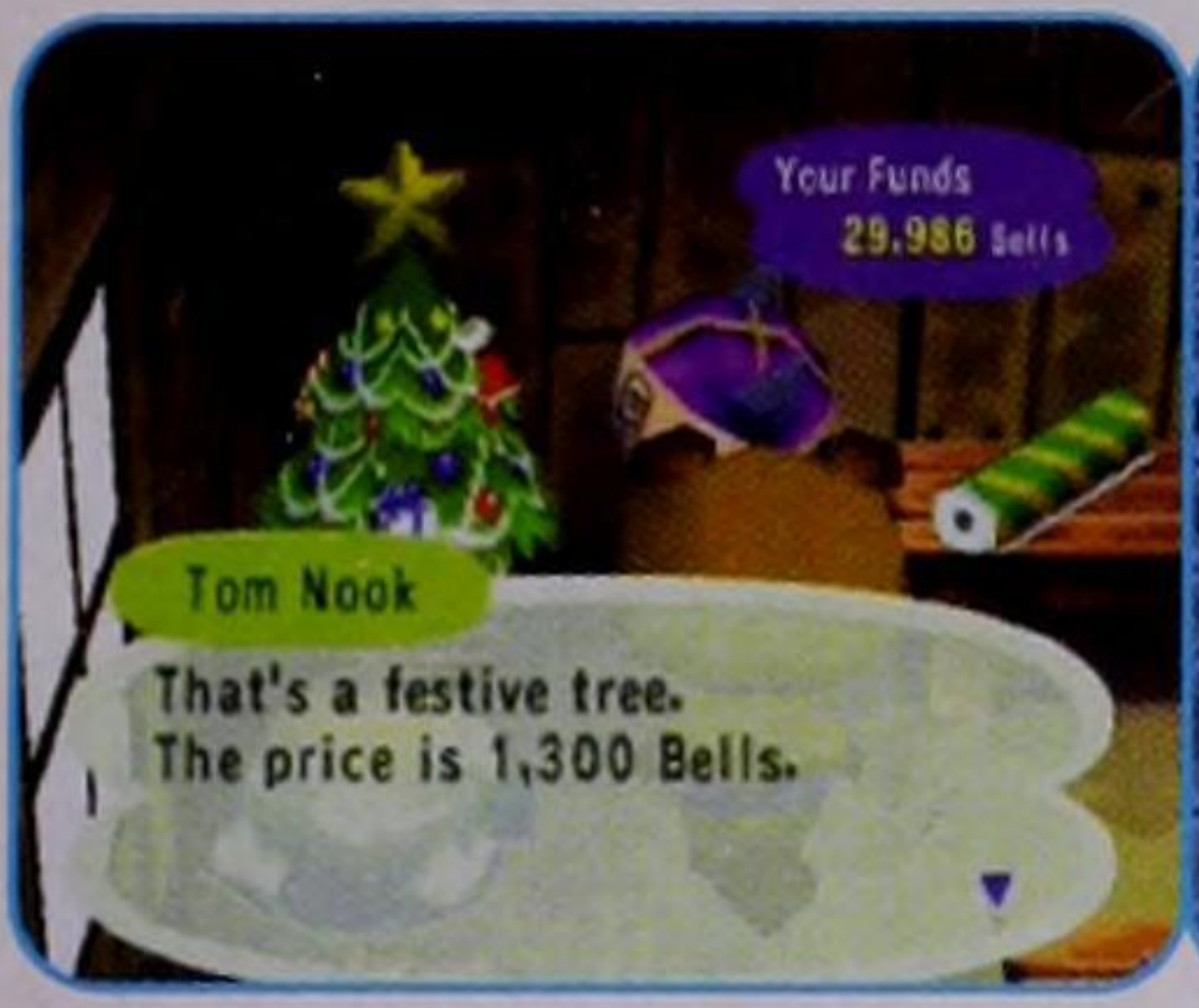
Harvest Festival—Thanksgiving: Fourth Thursday in November; 15:00-21:00
Any time after 3 p.m., stroll down to the Wishing Well. Talk to the characters while they wait for scrumptious turkey to be cooked. Even the chickens are excited. That's crazy! When you find the mayor, chat for a while. You receive a special Cornucopia present! Later on, somewhere in town, you'll find Franklin, the turkey. It seems the mayor "invited" Franklin along as the main guest. If you've kept your town clean and tidy, helped the inhabitants with chores, and been a model citizen, Franklin may offer you Harvest furniture.

Sale Day; Day after Thanksgiving; 09:00-24:00
Once all Thanksgiving is over, prepare to spend! Tom Nook offers extra goodies. When you enter his store, spot a load of "grab bags," each containing three mystery objects. These cost over 2,000 Bells, but grab them all. There could be great bargains to be had. Usually though, there's simply a pinwheel, a piece of furniture, and clothing. Don't let your spending stop there! Crazy Redd opens his doors after 6 p.m., and his store carries three items you can buy only from him. He charges an outrageous amount for his stuff!

November 2003

Day	Date	Event
S	1	00:00-01:00 Halloween (ending) 00:00 Fishing Tournament rumor 2 at Notice Board (first day) 20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	2	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash! 06:00-18:00 Fall Fishing
M	3	00:00 Fishing Tournament results on Notice Board
T	4	10:00-18:00 Mayor's Day
W	5	
T	6	
F	7	
S	8	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	9	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash! 06:00-18:00 Fall Fishing
M	10	00:00 Fishing Tournament results on Notice Board
T	11	10:00-18:00 Officer's Day 00:00 Harvest Festival and Thanksgiving rumor on Notice Board (first
W	12	
T	13	
F	14	
S	15	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	16	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash! 06:00-18:00 Fall Fishing Tournament
M	17	00:00 Fishing Tournament results on Notice Board
T	18	
W	19	
T	20	
F	21	
S	22	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	23	06:00-12:00 Find Joan to buy Turnips, then turn them into quick cash! 06:00-18:00 Fall Fishing Tournament
M	24	00:00 Fishing Tournament results on Notice Board
T	25	
W	26	00:00 Harvest Festival and Thanksgiving rumor on Notice Board (last day)
T	27	15:00-21:00 Harvest Festival and Thanksgiving.
F	28	10:00-18:00 It's sale day! Bargains to be had at Tom Nook's and Crazy Redd's stores!
S	29	20:00-24:00 Meet K.K. Slider for rockin' tunes at Train Station!
S	30	6:00-12:00 Find Joan to buy Turnips, then turn them into quick cash! 00:00 Fishing Tournament rumor 2 at Notice Board (last day) 06:00-18:00 Fall Fishing Tournament

Snow Day; 12/1; 10:00-18:00



That's a festive tree.
The price is 1,300 Bells.

Maybe it'll inspire you to get out and enjoy the crisp winter weather, snow-sprout!

Keep those snuggly winter fashions close at hand! From now until the end of the month, Tom Nook is selling festive (and Lucky) items. Back on Snow Day, saunter out of your house and head to the Wishing Well, where the mayor should be standing. Let's hope it starts to snow! The mayor offers a Snowman as a prize for the start of the most exciting month of the year. Don't worry about bringing him indoors—he won't melt!

Toy Day; 12/23; 10:00-18:00

Are you excited? Well this is the day to receive a special gift from the town mayor! He's over at the Wishing Well. Get there quick, after 10 a.m. Chat with the mayor., He gives male characters a great flashy car. It looks just like Gracie's! Female characters receive a doll.

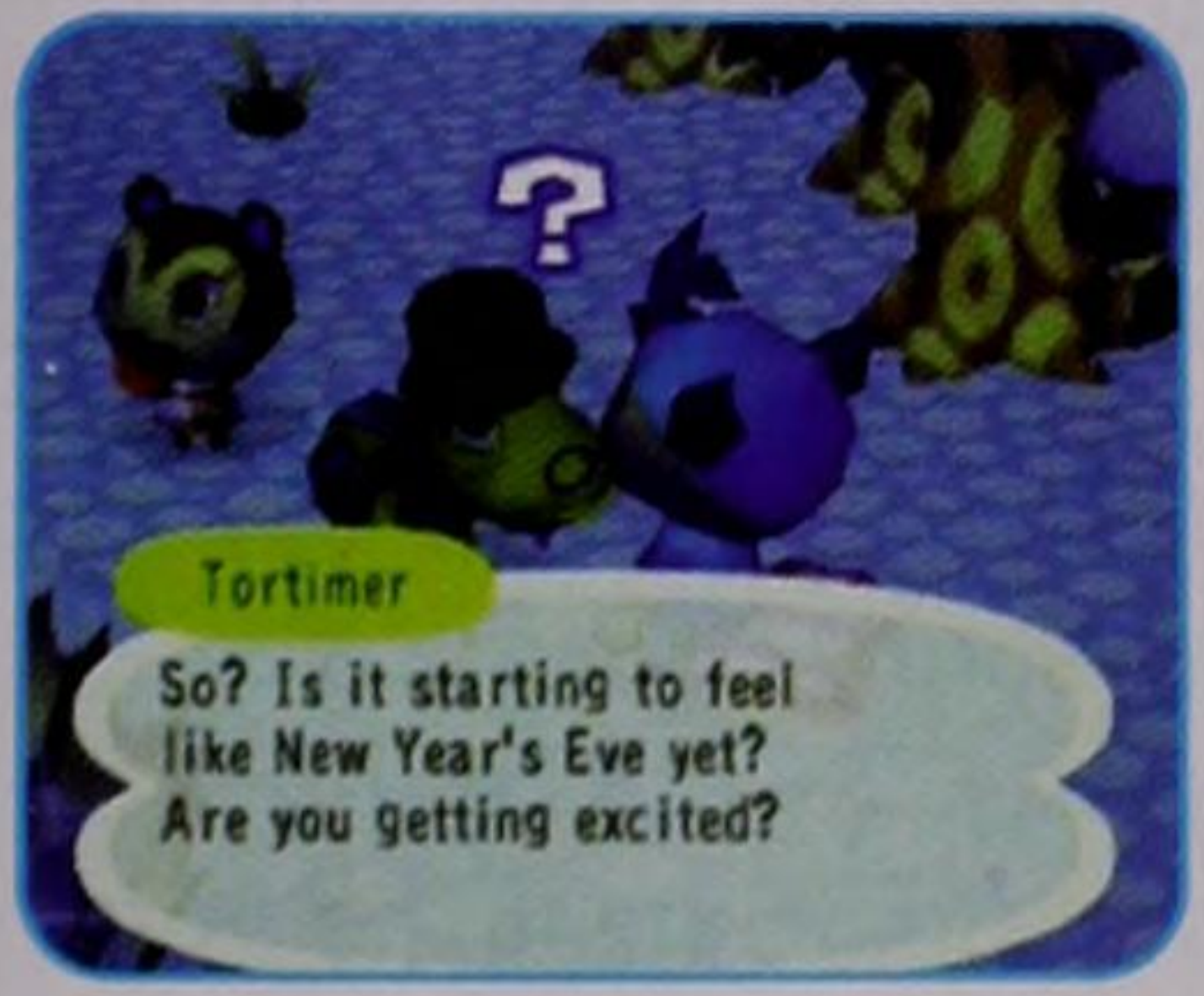
Jingle Appears! 12/24; 20:00-24:00

From 10 p.m. until 1 a.m. on Christmas Day, Jingle the reindeer tiptoes around town, delivering goodies to those who deserve it. Did you keep your town tidy and help others, collect for the Museum, and lead a good life? Then you might be able to barter with Jingle for some of his furniture.

Christmas Day; 12/25

Jingle will still be here between midnight and 1 a.m. Don't be too sad if he doesn't give you a gift—your mom still writes you a letter and you can collect it in the morning. There's a present attached!

New Year's Eve Countdown; 12/31, 23:00-24:00



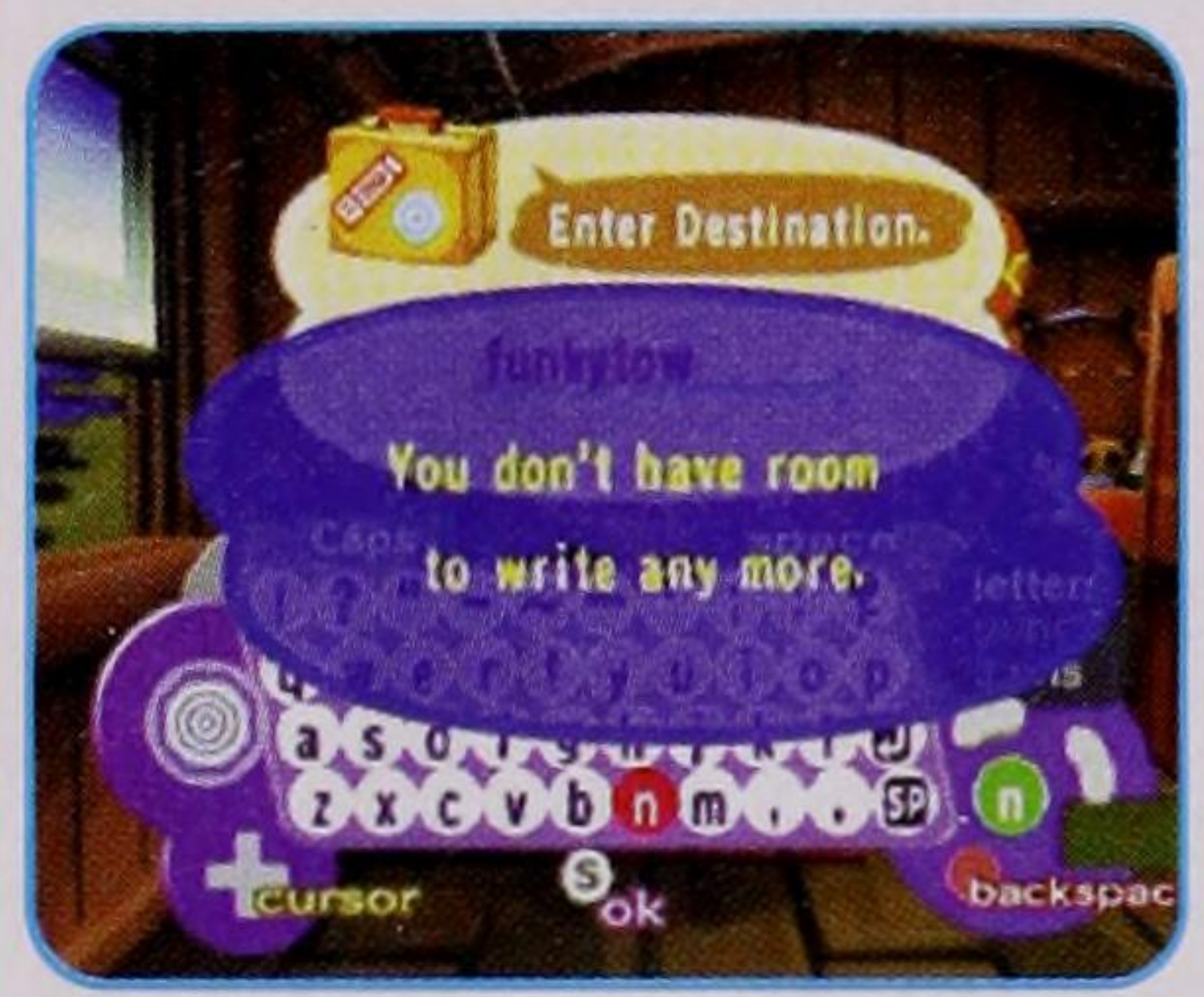
So? Is it starting to feel like New Year's Eve yet? Are you getting excited?

Come out of your house at 11 p.m. and head over to the big pond. There's a countdown clock ticking down until the new year starts! The mayor should be strolling around these parts too, and he gives you a Noisemaker as a gift for the festivities to come! At midnight, the countdown finishes, and fireworks light up the pond! Everyone starts singing "Auld Lang Syne" (it means "times gone by" in Gaelic).

December 2003

Day	Date	Event
M	1	09:00 Tom Nook's store starts selling festive gifts! 10:00-18:00 Snow Day!
T	2	
W	3	
T	4	
F	5	
S	6	20:00-24:00 Slider is jamming away on that guitar at the Train Station.
S	7	6:00-12:00 There is a certain *je ne sais quois* about a firm young Turnip. Ask Joan to fill you in.
M	8	
T	9	
W	10	00:00 Holiday Season rumor on Notice Board (first day)
T	11	
F	12	
S	13	20:00-24:00 Slider is jamming away on that guitar at the Train Station.
S	14	6:00-12:00 There is a certain *je ne sais quois* about a firm young Turnip. Ask Joan to fill you in.
M	15	
T	16	
W	17	
T	18	
F	19	
S	20	20:00-24:00 Slider is jamming away on that guitar at the Train Station.
S	21	6:00-12:00 There is a certain *je ne sais quois* about a firm young Turnip. Ask Joan to fill you in.
M	22	
T	23	00:00 Holiday Season rumor on Notice Board (last day) 10:00-18:00 Toy Day!
W	24	20:00-24:00 Jingle appears in town!
T	25	00:00-01:00 Jingle appears in town! 00:00 New Year's Eve rumor on Notice Board (first day)
F	26	
S	27	20:00-24:00 Slider is jamming away on that guitar at the Train Station.
S	28	6:00-12:00 There is a certain *je ne sais quois* about a firm young Turnip. Ask Joan to fill you in.
M	29	
T	30	00:00 New Year's Eve rumor on Notice Board (last day)
W	31	09:00 Tom Nook's store stops selling festive gifts. 23:00-24:00 Happy New Year!

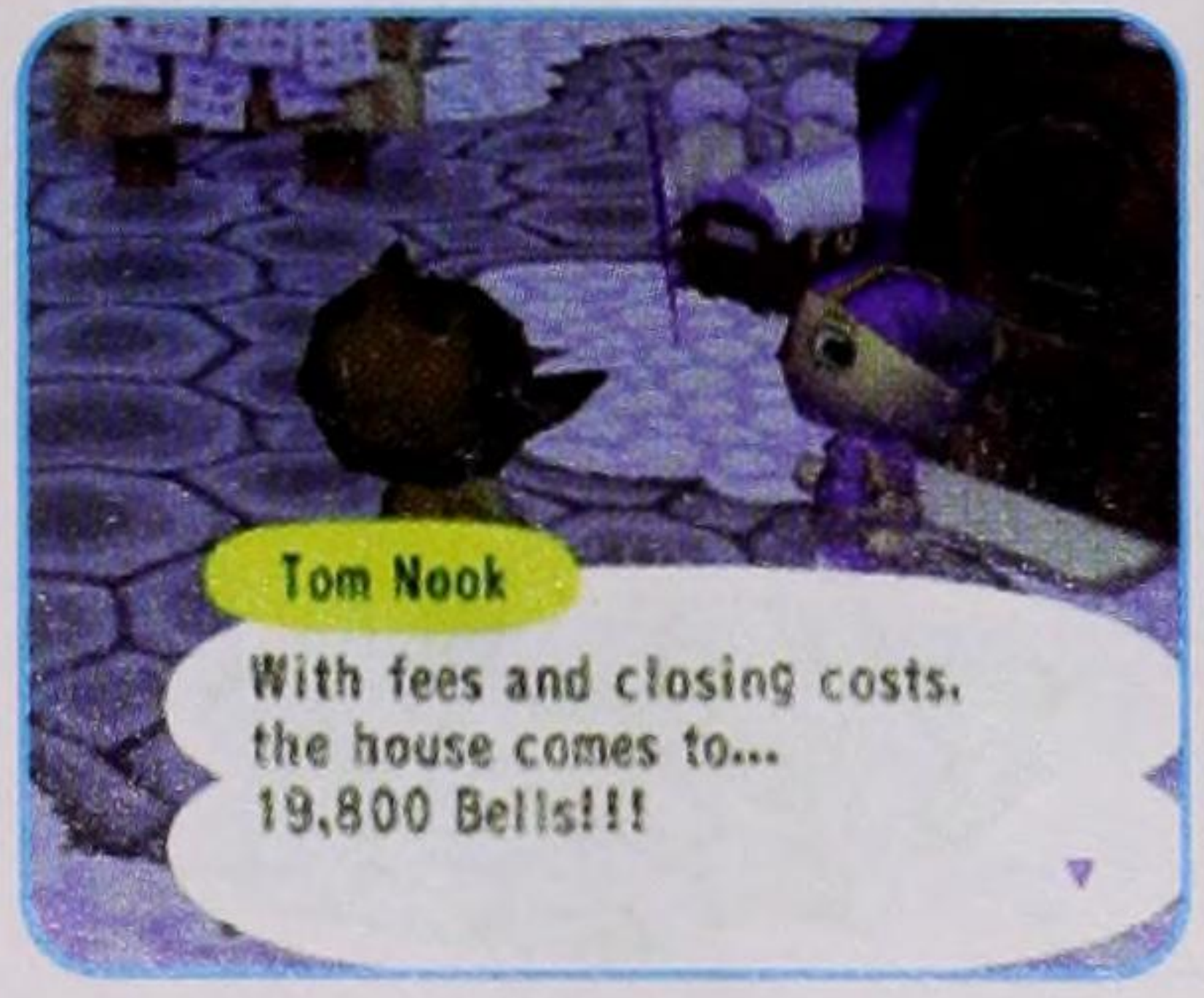
Below are a number of January diary entries, taken from the memoirs of "Stinky," resident of Funktown, in the *Animal Crossing* world. They tell a tale of winter mystery, an illicit trade in Turnips, altercations with bees, and how not to roll a snowball. Your experiences may differ a great deal from Stinky's, but one thing's for sure—you'll have just as much fun!



Enter Destination.
funkytow
You don't have room to write any more.

Diary Entry #1

Stinky is pretty annoyed right now. I was going to call my town "Funkytown," but the game only allowed eight letters, so it's called "Funktown" instead. After Tom Nook showed me around the homes, I picked the one in the southwest corner. That Gyroid scared me a little, until I figured out I could save my game with him. Now, let's see if I can add a sparkle of life to my drab interior. It looks more like a padded cell than a styling bachelor's pad. I hope the house repayment isn't too steep.



Tom Nook
With fees and closing costs, the house comes to... 19,800 Bells!!!

Diary Entry #2

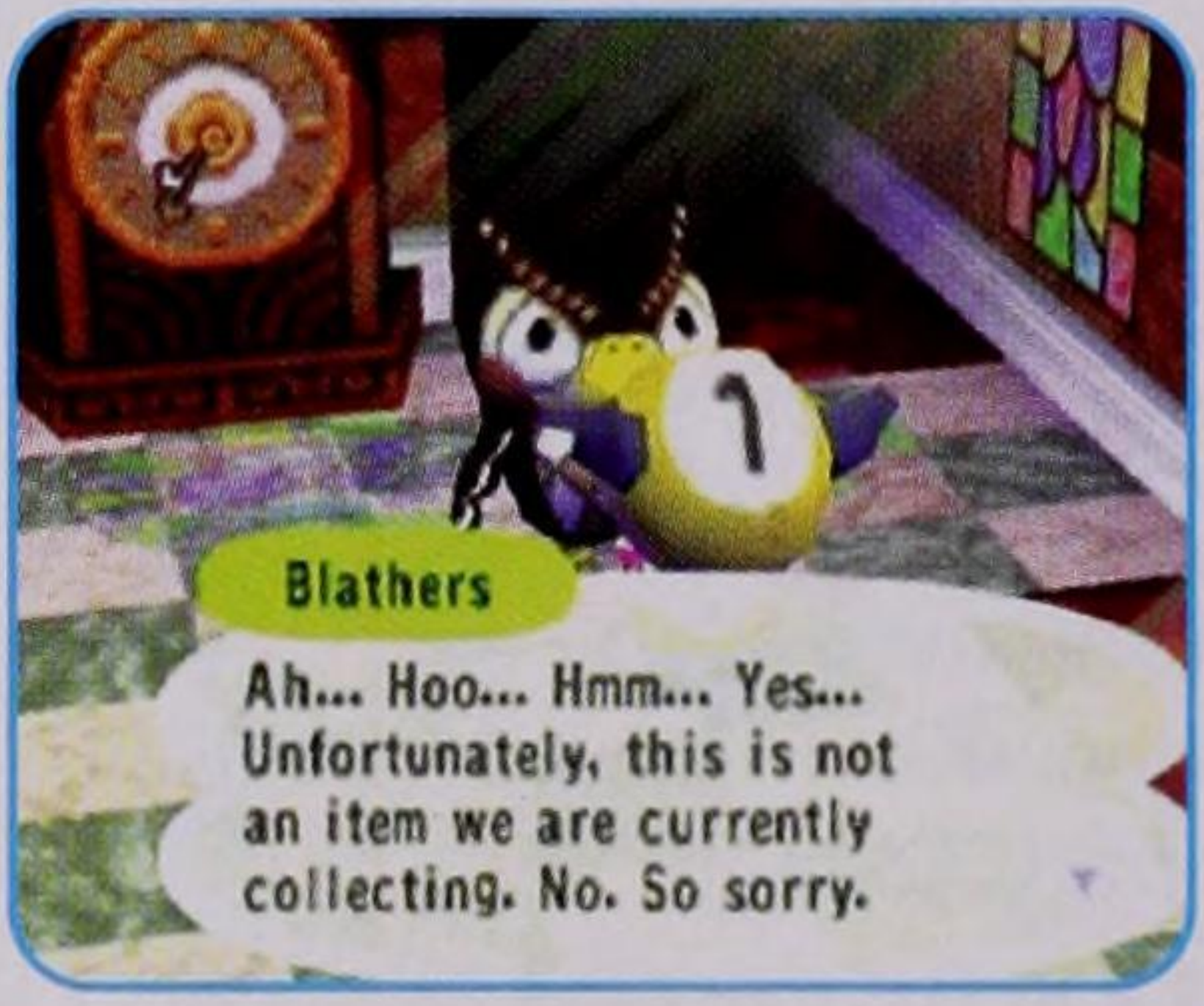
Wow, 19,800 Bells! Where am I going to get that kind of money? By tirelessly toiling for Tom Nook, it seems. This raccoon's got a sweet deal going, and it'll take days to pay this off, let alone furnish my room! I announce my individuality in this town by refusing to wear Tom Nook's uniform. I was a bit surprised when he said that was okay. Happy to be wearing clothing of my own choosing, I shook a tree. Three peaches fell out.

Diary Entry #3

I don't want to eat any more peaches now. Three is enough, and they don't seem to affect me. Today I walked over and met a pink cow called Oxford. He's a wild and crazy bovine. He's my first friend! I snuck into his house when he wasn't looking, and it's all decked out in a Western style. This included actual guitar-twanging music, and oddly, a cow's skull! I ran outside in panic, and shook a tree to calm down. Bees came out! Argh! I got stung!

Diary Entry #4

I staggered over to the Town Dump, still reeling from my bee attack. The things people throw away, these days! I picked up an outfit called One-ball Shirt. Now Stinky is styling! I wandered into another house—this one was the home of a rabbit called Claude. Interestingly, he was wearing a dress. He didn't say much, so I thought about making some money. I hoped something expensive would fall out of a nearby tree I was shaking. Something did—more bees!



Blathers
Ah... Hoo... Hmm... Yes... Unfortunately, this is not an item we are currently collecting. No. So sorry.

Diary Entry #5

Claude told me about the dangers of shaking trees. A bit late! But he also told me the benefits of planting flowers, even in the middle of winter. I wandered over to a gray brick Museum, and chatted to a chatterbox owl by the name of Blathers. He didn't seem to want the Bad Plaid Shirt I offered him. Perhaps he likes stripes? Instead, he's after Fossils. I saw some cracks in the ground, but didn't know how to open them up.

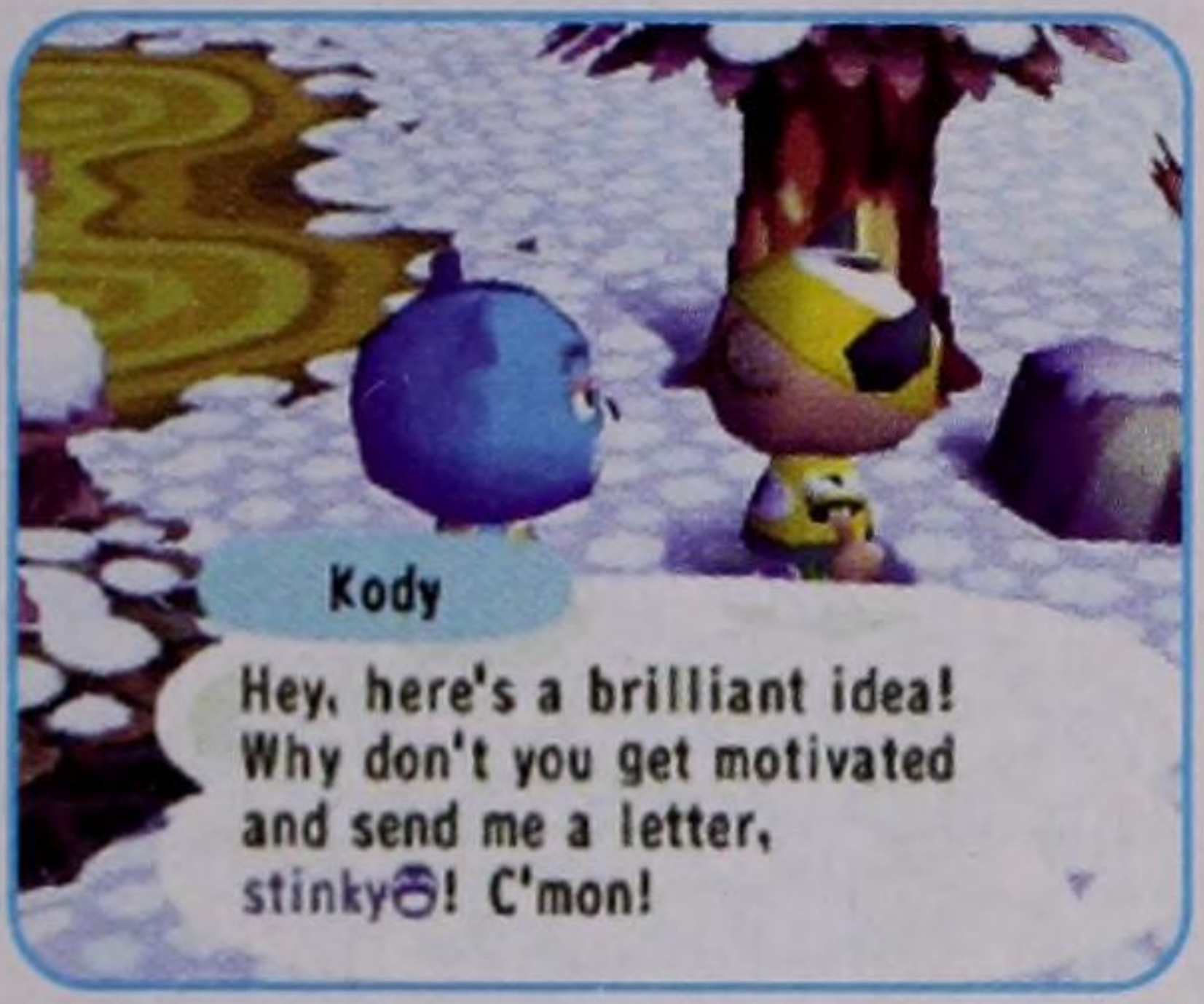
Diary Entry #6

Today Stinky became a composer! I went to the Melody Board near the Post Office, and changed the original town theme music to an excerpt from Tchaikovsky's "1812

Overture." This brings exactly the right amount of classical funk to Funktown! Plus, it sounds amusing when it chimes away on the hour! I went to Tom Nook's, and I've still not met everyone in town! I met a blue bear called Kody, and he told me I needed to exercise!

Diary Entry #7

Now that all of Funktown's inhabitants are present and accounted for, I can really make this job pay off! Deliver furniture to Penny the mouse? No problem! What's that, Penny? You're giving me a chair? Okay... Nook gave me 230 Bells. It looks like I'm going to be paying off that Tom Nook character until late September! Still, I took the chair back to my house, which looks more like a dungeon than a stylish bachelor's pad.

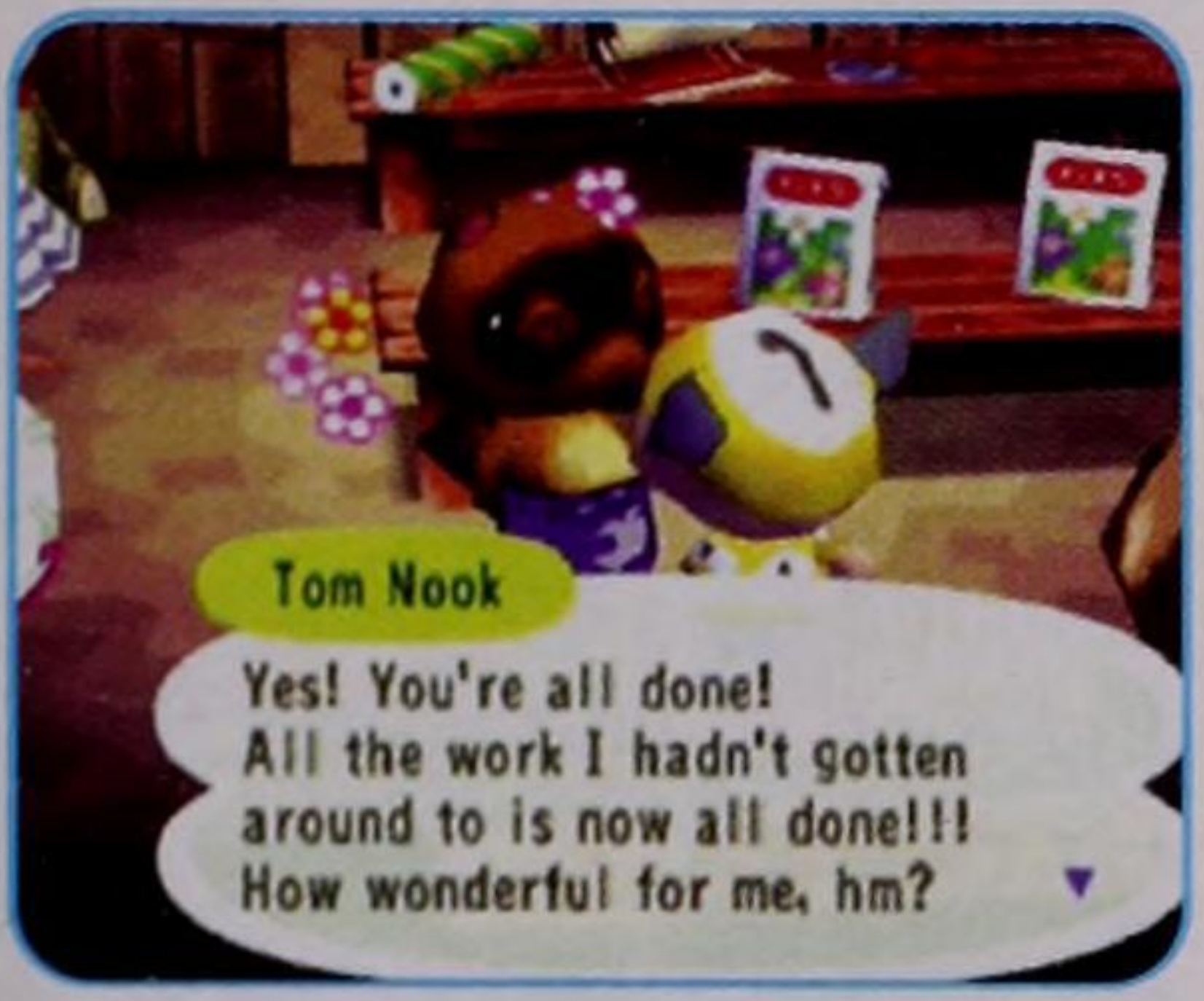


Kody

Hey, here's a brilliant idea! Why don't you get motivated and send me a letter, stinky! C'mon!

Diary Entry #8

Kody wants me to send him a letter. "Alright" I said, and scurried over to Tom Nook's to buy stationery. This guy has a complete monopoly over the entire area of Funktown! Still, I'd better be nice to him. Hey, he's given me an Axe! I've got to deliver it to some snooty hound named Portia. She wants me to send a letter to her, as well. I'd better get my pen out.

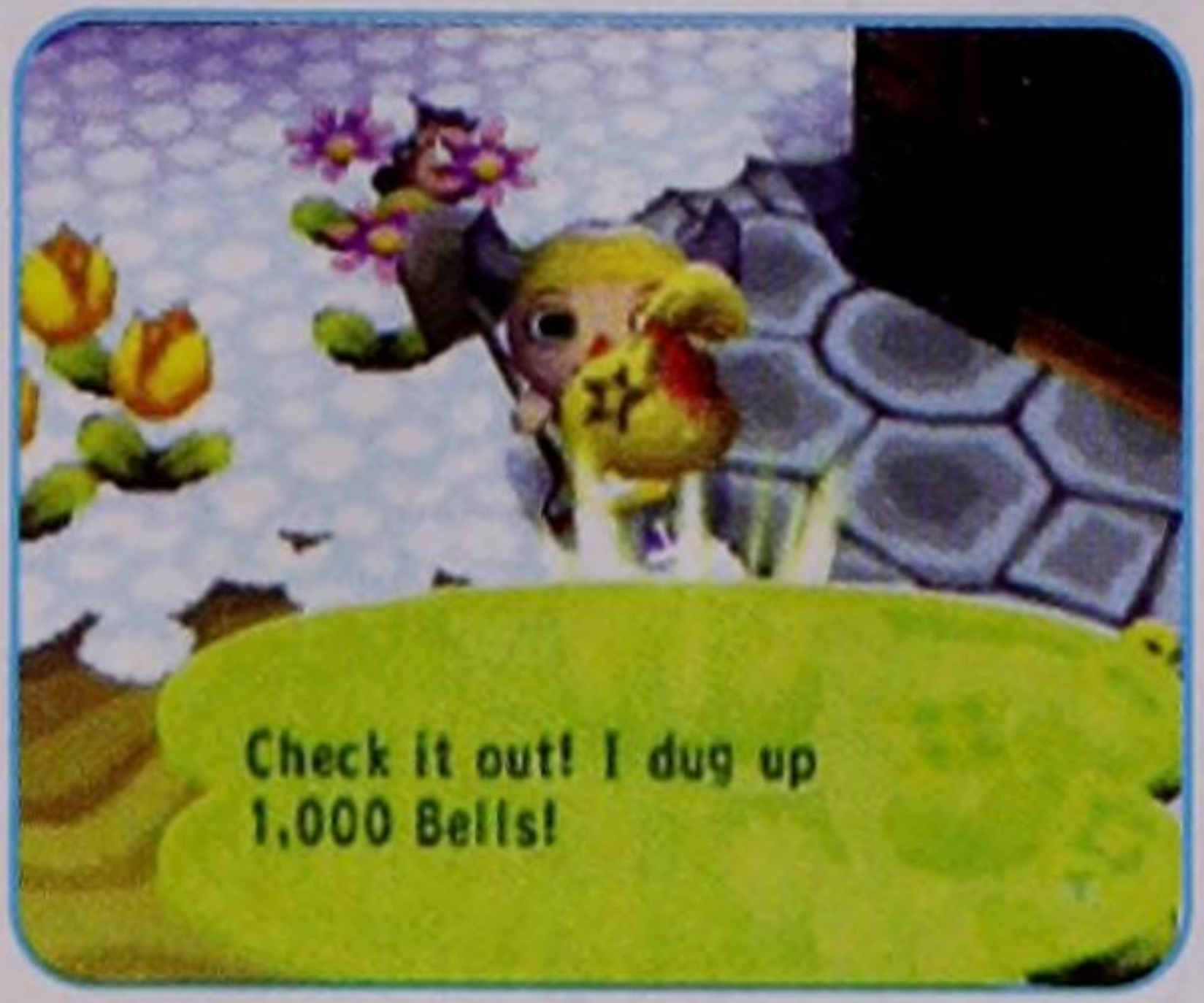


Tom Nook

Yes! You're all done! All the work I hadn't gotten around to is now all done!!! How wonderful for me, hm?

Diary Entry #9

I wrote a notice explaining to the entire town just how great Tom Nook's shop is, despite having only 10 items to buy in it, and the Nookster sent me packing. I no longer work for Tom Nook! I just owe him close to 20,000 Bells, that's all. Looks like I won't be taking the next train out of Funktown for a while. Still, I felt better after doing a little victory dance, and spent some quality time on the beach, collecting pretty shells.



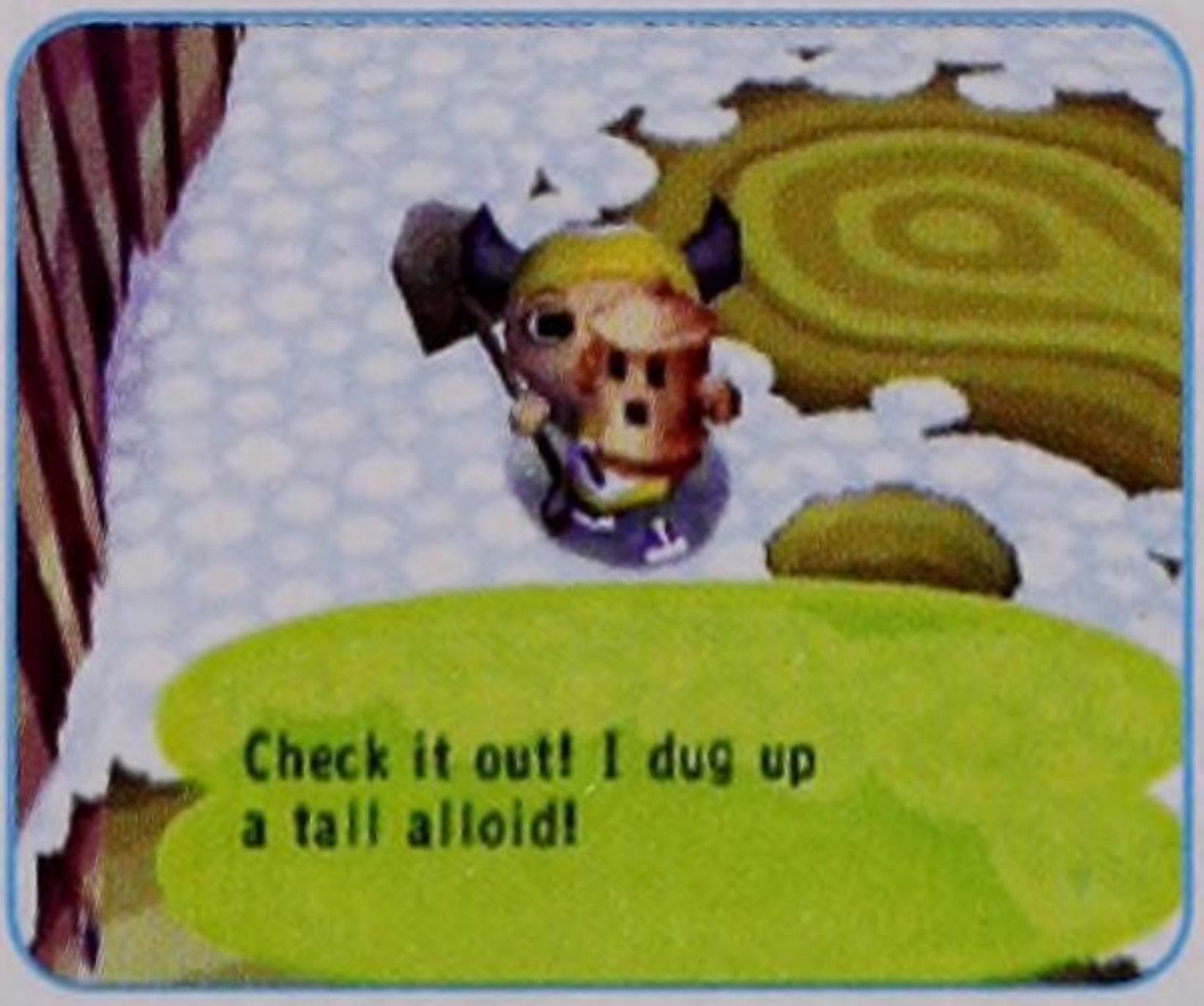
Check it out! I dug up 1,000 Bells!

Diary Entry #10

My inventory was getting a little heavy, and it wasn't full of Bells; just peaches and sea shells! I got 200 Bells for one of the shells, and 100 Bells for each peach! I went into a mad shopping frenzy, and grabbed some Butterfly Paper for 120 Bells, and a cool-looking Shovel for 500 Bells. Now penniless, I ran over to a strange hole in the ground, with gold light coming out of it. I dug out a bag of cash worth 1,000 Bells! Ka-ching! What a result!

Diary Entry #11

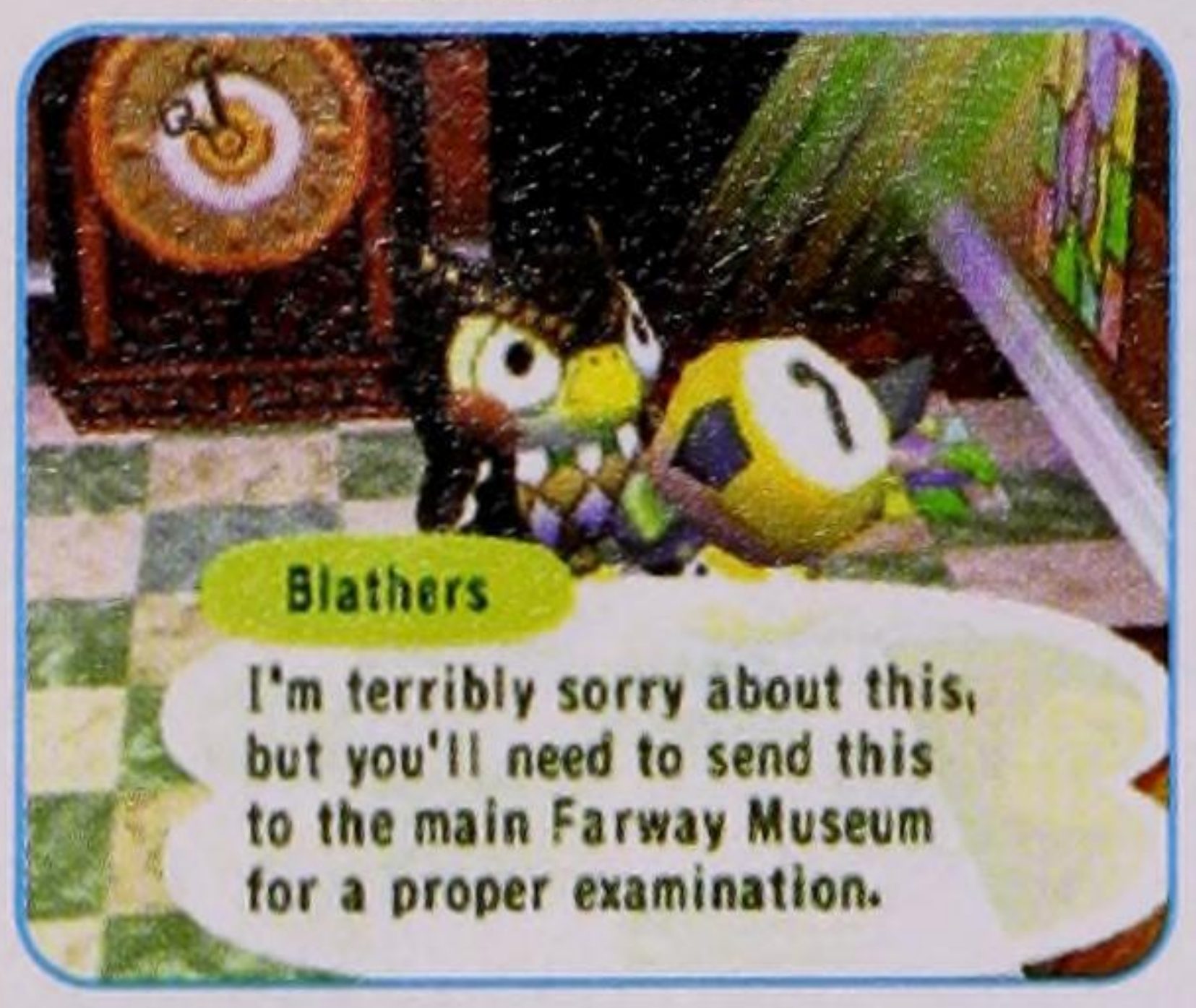
I'm feeling a little better about my terrible home furnishing problem, and I forgot my money worries completely, and instead wrote a long and rambling piece of prose to both Kody and Portia. I checked out the Post Office, and the nice pelican behind the counter was more than happy to deliver the letters for me. Even though, of course, Kody's house is 15 steps away from mine. I offloaded a whole hunk of junk at Tom Nook's. Those sea shells keep reappearing! I went temporarily insane, and bought a Mama Bear for 1,600 Bells. I took it home, and realized a fluffy bear on a prison wall just doesn't look cool. What am I doing?!



Check it out! I dug up a tall alloid!

Diary Entry #12

Goldie the dog needs a special "package" delivered to Penny the mouse. And who are they using for this clandestine operation? Stinky, of course. This should be no trouble. Except Penny isn't home. Darn it! Where's that pesky rodent? I got sidetracked and dug up a crack in the ground, and found a Fossil! Right; I'll give that to Blathers at the Museum. I dug up another crack and got a second Fossil. And another! Somebody stop me! I got to a final crack, and dug up a freakish clay figure called a Tall Alloid. I stopped digging shortly thereafter, and ran in fear to the Museum.

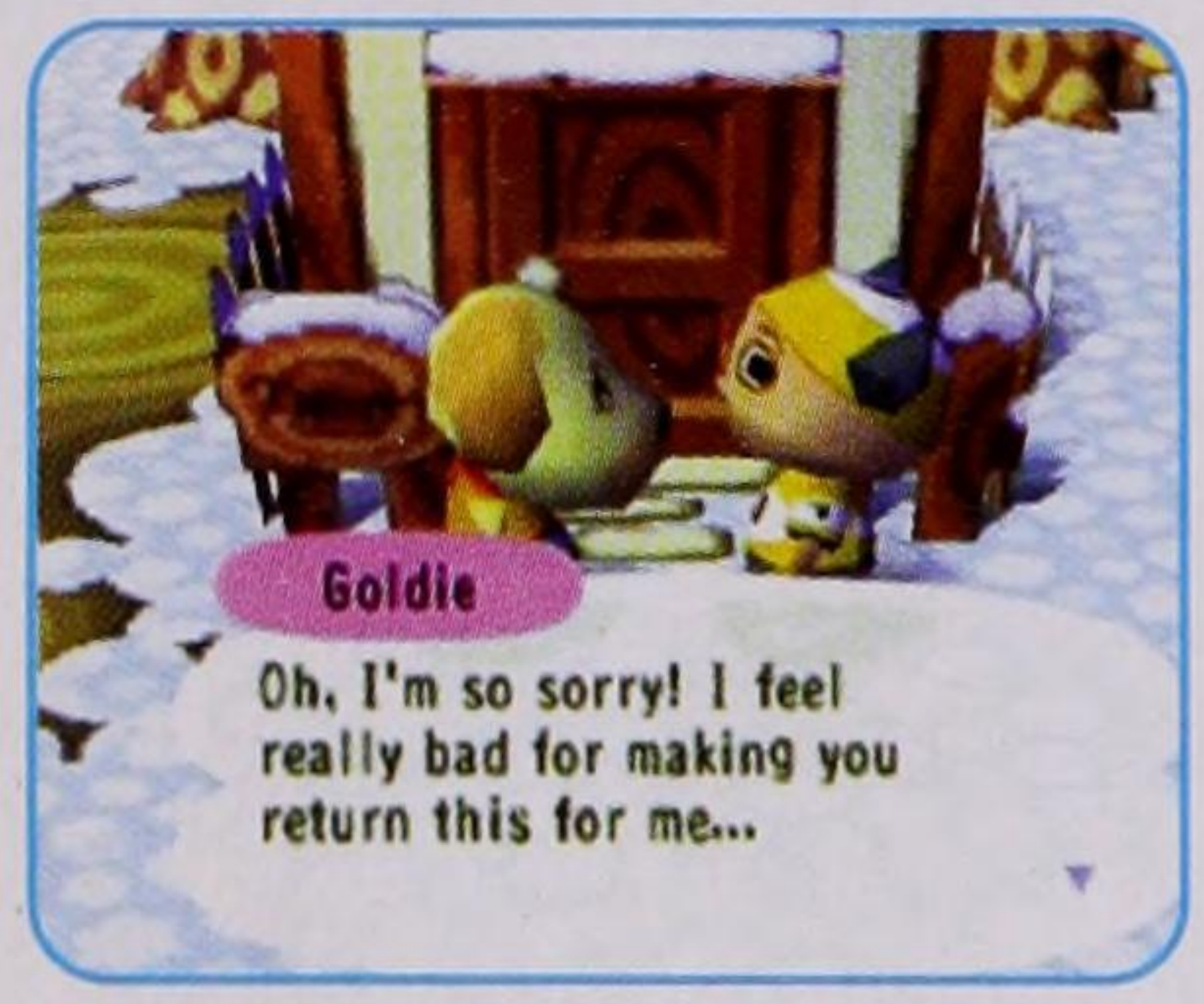


Blathers

I'm terribly sorry about this, but you'll need to send this to the main Farway Museum for a proper examination.

Diary Entry #13

Three Fossils! They need to be washed and identified at the Farway Museum? How long's that going to take? The next day, after receiving a letter from the Farway Museum, I used up all my Butterfly Paper and wrote three letters to the Farway Museum. I then angrily went back to Tom Nook's store, bought more paper, and rewrote the letters once again, and this time enclosed the Fossils I forgot the first time! Stinky: What a buffoon!

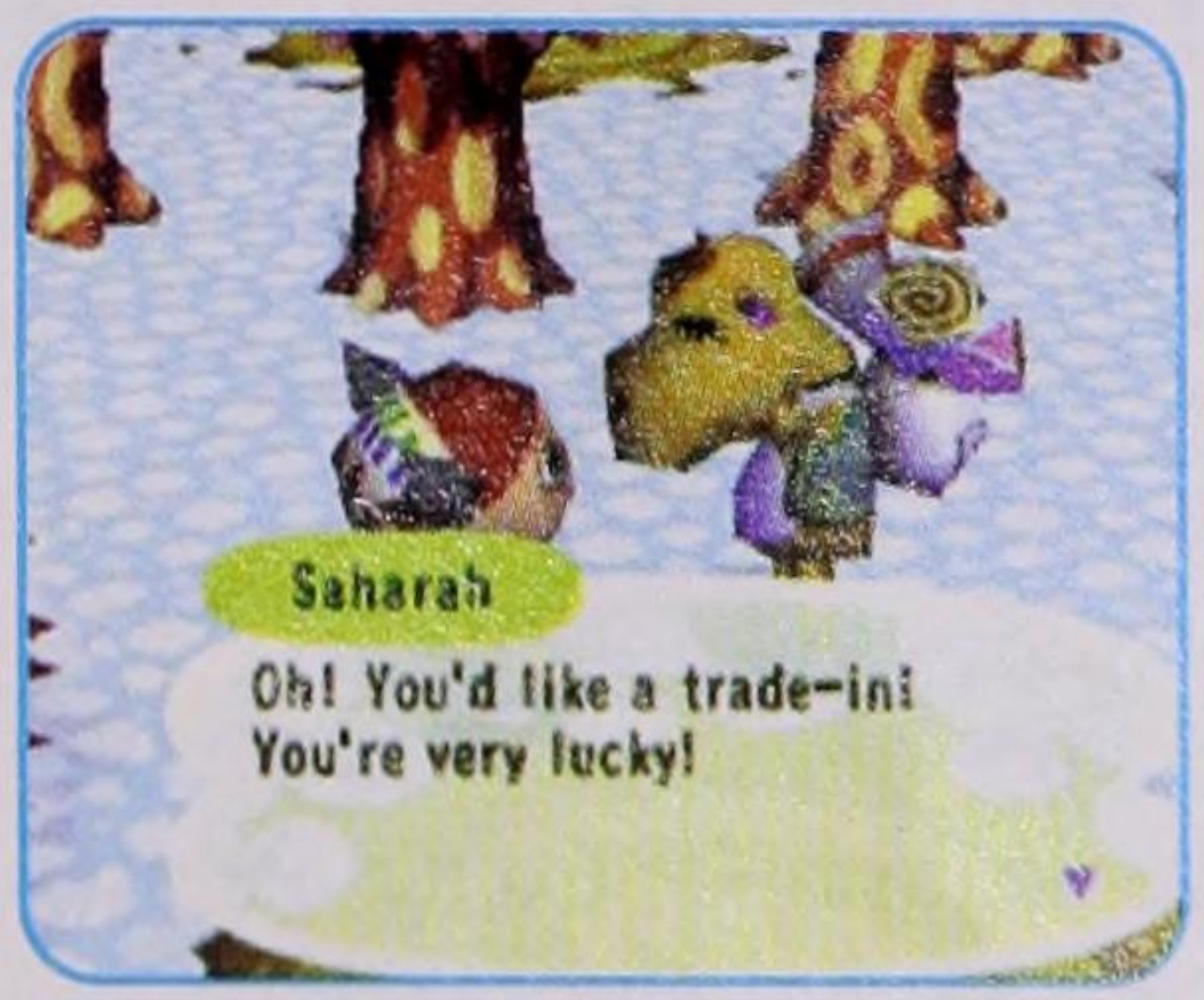


Goldie

Oh, I'm so sorry! I feel really bad for making you return this for me...

Diary Entry #14

Stinky's taking a fancy to that cute little mouse, Penny, so I sent her a rambling love letter with a Checkered Tee as a special present. I then met Opal the elephant, who needs her GameBoy back from Goldie. Spoke to Tom Nook, who let me in on a secret organization known as "The HRA." Apparently, they sneak into your house when you're not looking and rate it for you. I hope they don't come round my house—they'll find a new low in home standards! I finally found Goldie, who seemed quite upset that she'd forgotten to give back that GameBoy.



Saharah

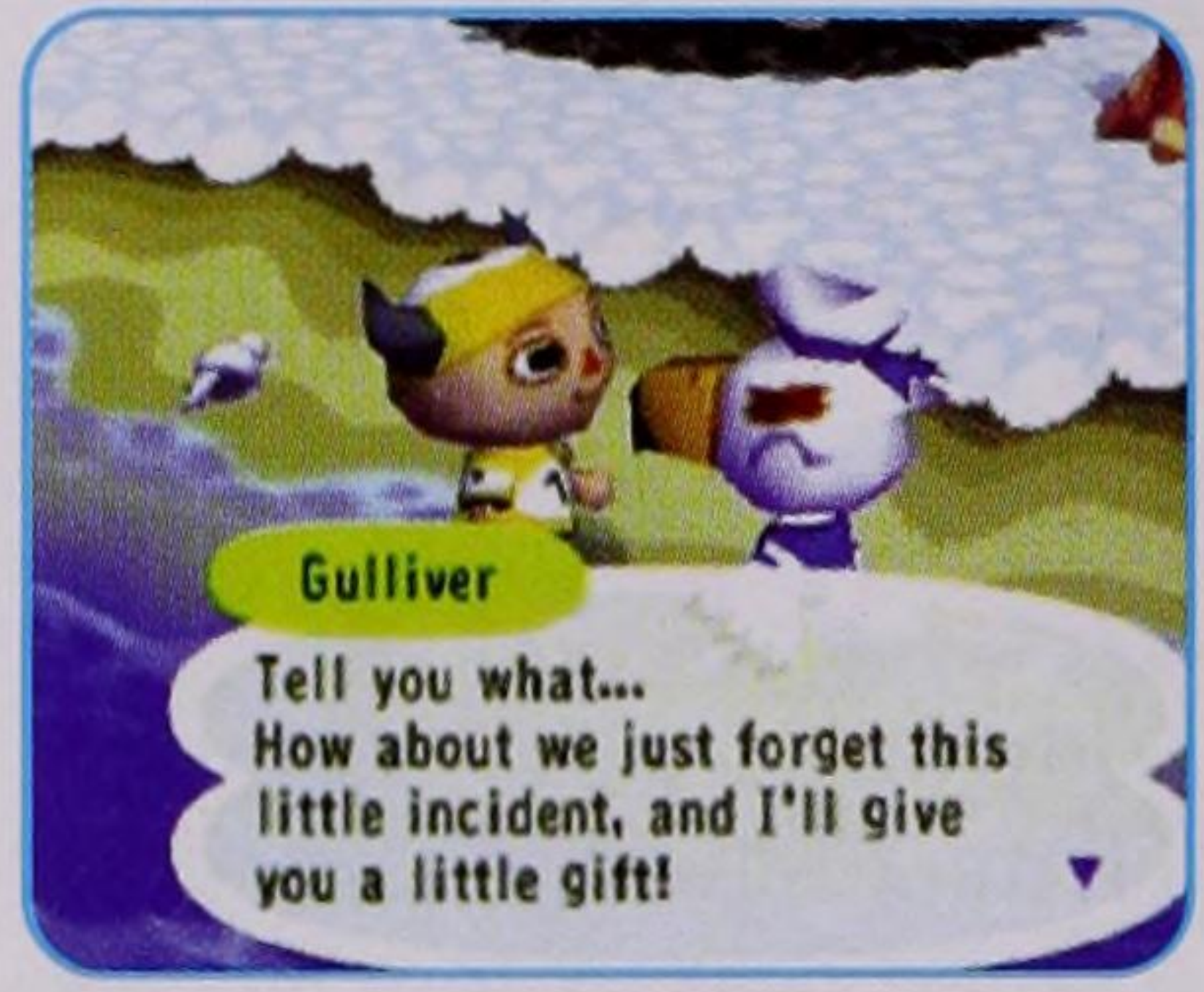
Oh! You'd like a trade-in! You're very lucky!

Diary Entry #15

Today I met a camel. I just ran into him while he was wandering around town. I found out later that Copper the Police dog knows all about Saharah. Copper knows everything—except that I'm secretly grabbing all the "lost" items from the Police Station and keeping them for myself! Ho, ho! Then I picked up a Spade Shirt from the Town Dump. Found Opal, and returned her GameBoy, and she gave me some furniture as a present. I then read the Notice Board with interest—Claude had been busy in the "B" acres, hiding a special gift! I dug up a Hi-Fi Stereo! Now we're talking! Or should that be listening?

Diary Entry #16

Today I raced through the countryside, in hot pursuit of a balloon attached to a present that floated high above the trees. I lost sight of it, though. Rats! I stopped, and shook a nearby tree, and was assaulted by bees yet again! This time though, I grabbed my trusty Net, took a wild swing...and missed! Oxford the cow wanted me to deliver a videotape to Opal. I tried to say "yes", but my thumb slipped, and I ended up refusing this request! Oxford went hopping mad! I calmed him down and agreed. Boy, some of these animals are temperamental!



Gulliver

Tell you what... How about we just forget this little incident, and I'll give you a little gift!

Diary Entry #17

I met up with Opal the elephant, who was bizarrely sleeping standing up, outside of her house! I mentioned this to her, and she fled inside, in embarrassment! However, she did tell me she gave Oxford's videotape to Portia the dog, so I ran down to the beach, near where Portia lives. Some crazy bedraggled pelican called Gulliver, gasping for breath, had appeared on the beach! I kept talking to him until he woke up and gave some harebrained story about falling off a boat! He wasn't making much sense, but he did hand over a miniature version of the Arc de Triomphe. What am I going to do with that?

Oxford's house

Diary Entry #18

I put the Arc de Triomphe next to my Hi-Fi Stereo, stamped on a cockroach, and tried to find Portia. She was hiding in some woods. She gave the videotape to Goldie! Just who am I claiming this videotape for, anyway, and why is the tape so interesting to everyone? I met Pompom, who thinks she's a famous duck, finally found Goldie, and rushed back to Oxford's house to find his door locked. He's sleeping! I consoled myself by offloading more shells at Tom Nook's, paying off 2,380 Bells of my debt, and buying a Fishing Rod!

I caught a red snapper!

That was a snap!

(I really have to stop saying things like that.)

Diary Entry #19

I caught a sea bass! But it was on the beach that I crept over to a huge black fishy shadow, and yanked a red snapper from the deep! And another! And a third one! Then I caught an old boot! I gave the sea bass and a red snapper to Blathers over at the Museum, and some Fossils too, and then went over to Tom Nook's to see if he'd give me anything for the Fish. What, 3,000 Bells per red snapper? I snapped up that offer in seconds! No more shell collecting for me. I bought an Extinguisher with some of the cash, as you can't be too careful about "accidentally" setting fire to your cockroach-infested pad.

Your Funds
232 Bells

Pelly

Well! Looks like you've paid back all of your loan! Thank you very much!

Diary Entry #20

Oh, happy day! I paid off all of my debt and did a tiny victory dance outside of the Post Office. My house is now much bigger inside, and I strode over to Tom Nook's to purchase loads of cool new furniture. Until he mentioned the house extension cost 148,000 Bells! Gah! I wearily trudged out of the shop, penniless (again), and bumped into Oxford the cow. I waved that precious videotape in front of his nose and finally delivered it—I got 947 Bells as a reward. Wow. By my reckoning, if I deliver 1,500 more videotapes to town inhabitants, I'll have paid off my house debt! Oh dea—Stinky's got to raise some serious cash!

Diary Entry #21

Some crazy cat (actually, I think it was Portia the dog) has gone and built an Igloo in the middle of town! I went inside, and she challenged me to a guessing game. If I chose incorrectly the first time, I'd have to buy some nasty Kitchen Wallpaper from her for 3,000 Bells! Did Stinky's luck hold out? No. I apparently guessed wrong, although she could have been lying, and I bought some wall coverings for five times the market value. I tell you, I'm not heading into any more Igloos! I tried to make up the money I lost by catching Fish. I sold off my Hi-Fi Stereo for 6,000 Bells, so that helped! Then I checked out my personal store catalog, and found out I'd have to pay 24,000 Bells for another one!

Diary Entry #22

Stinky tried his hand at car-washing today. I checked in with the local gossip hound Copper, at the Police Station, and found out that he's cracking down on illegally parked cars. I thought that was strange, as there's no one with enough cash to buy a car around here (except that Tom Nook). Oh, and there's the small matter of there being no roads in town. But I was proved wrong, as a giraffe with an attitude arrived near the waterfall and ordered me to wash her car! Now this car was a fine-looking jalopy, but the handwash was hard work. I consoled myself by planting a sapling I bought from Tom Nook. I sold that moth-eaten Mama Bear, too!

Goldie

From now on, when I borrow something, I'll try to remember to return it myself, woof.

Diary Entry #23

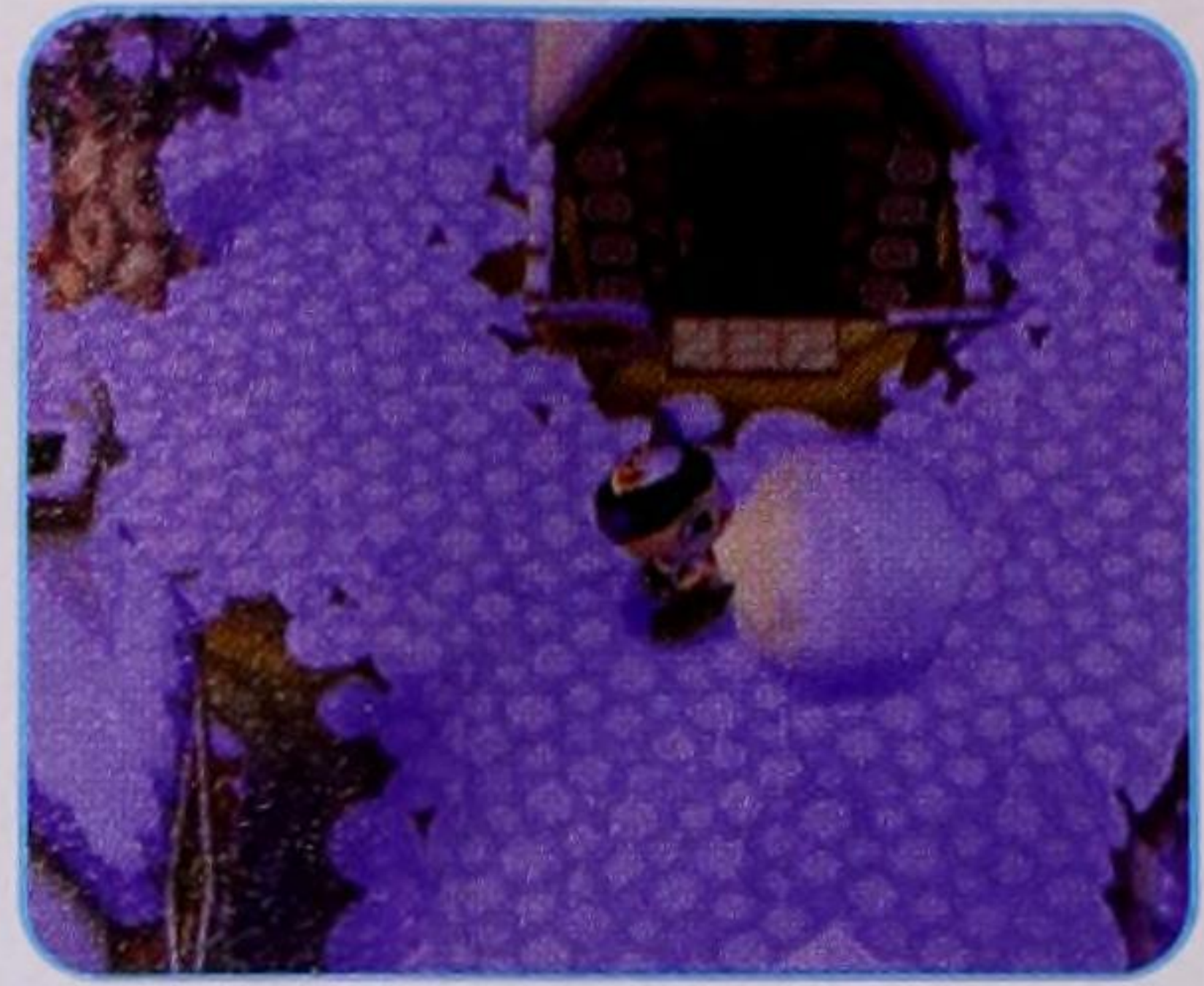
Oxford needs some sort of late fee scheme going—another item of his hasn't been returned (a comic book); and Goldie's got it again! I then went to the Post Office and planted 7,623 Bells in the Deposit, hardly making a dent in the massive debt I've incurred. I cheered myself up by chatting to Claude, who needed a Fish—badly. I caught a weighty sea bass, handed it over to the bunny, and I got a Desert Cactus in return! Nice!

I then found Goldie, wrestled the comic book from her grasp, and wheezed all the way back to Oxford's house. He was overjoyed at receiving his comic book back, and I was happy too; until I got my payment—a Mama Bear! Is this some kind of joke? I just sold my Mama Bear to Tom Nook! That's the last running around I do for that mad cow.

Diary Entry #24

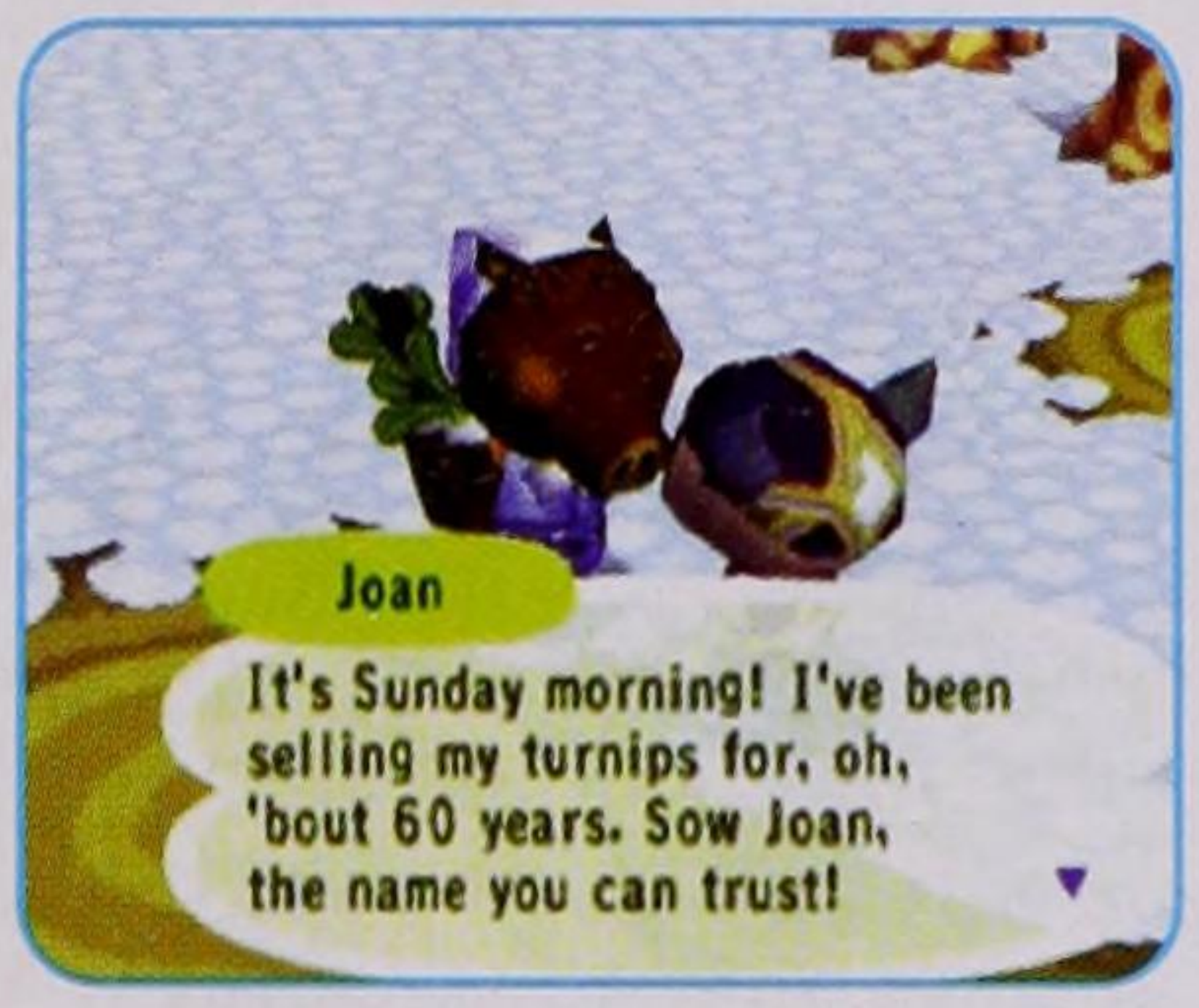
Now as you know, this is a one fruit town; and peaches were getting a little boring. Wouldn't you know it, but dear old Mom sent me a letter with an orange as a present! Despite it being the middle of winter, I ran over to a patch of ground, dug a hole, and plopped that orange right in! While I was waiting for seed germination, I met a new resident—Spork the pig. He's lost his ball, and I keep finding a basketball, soccer ball, and blue ball lying about. Unfortunately, I've got two left feet and keep kicking the ball into the river! I bought a Table Tennis game for the home. That pig's going to have to find his own ball—I'm busy!

Diary Entry #25



Spork the pig won't leave me alone! He wants a Snowman built outside his house. Now this is going to be an undertaking! I found one snowball, and rolled it up a hill. Then I lost control of it, and it smashed into a rock! Then I found another snowball, rolled it into a giant-sized snowman base, and positioned it perfectly, near Spork's home. And then I accidentally poked it with my Shovel! It collapsed in a heap, and so did I! Spork's going to have to do his own snowball rolling. I quit! Later on, I was saddened to see my orange tree had died. I put my Shovel into better use, and dug up a Lovely Armoire in acre D5. Kiki had hidden it there, and told everyone via the Notice Board. She's one crazy cat.

Diary Entry #26

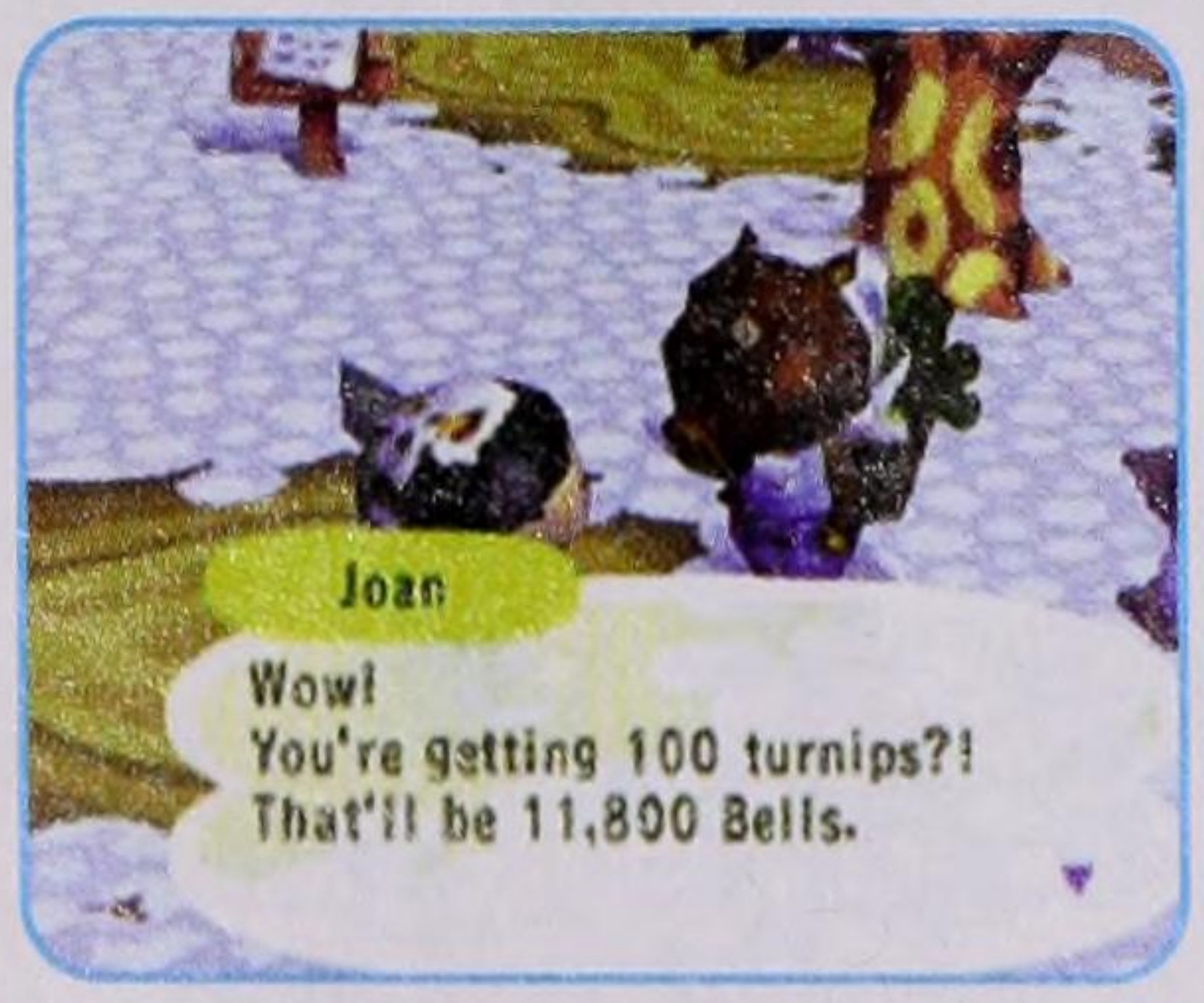


Joan

It's Sunday morning! I've been selling my turnips for, oh, 'bout 60 years. Sow Joan, the name you can trust!

Today was a Sunday, and I encountered a lovely old boar named Joan, who tells me she's got a great line in Turnips. She can sell them in groups of 10, 50, or 100. Her asking price was 77 Bells per Turnip. What's more, she won't tell me where she gets them from, but she's got an unlimited supply. I wonder if there's money to be made as a Turnip dealer? I know Joan's from out of town—I saw her on the train before I got to Funktown! I made a purchase of 10 Turnips. Time to see what Tom Nook can offer me for them. Nook's not buying Turnips today? Then I'd better check in tomorrow with the sly old raccoon. So I wasted some time kicking a ball around, and finally made it to Spork's house! Then he told me he didn't want it any more.

Diary Entry #27

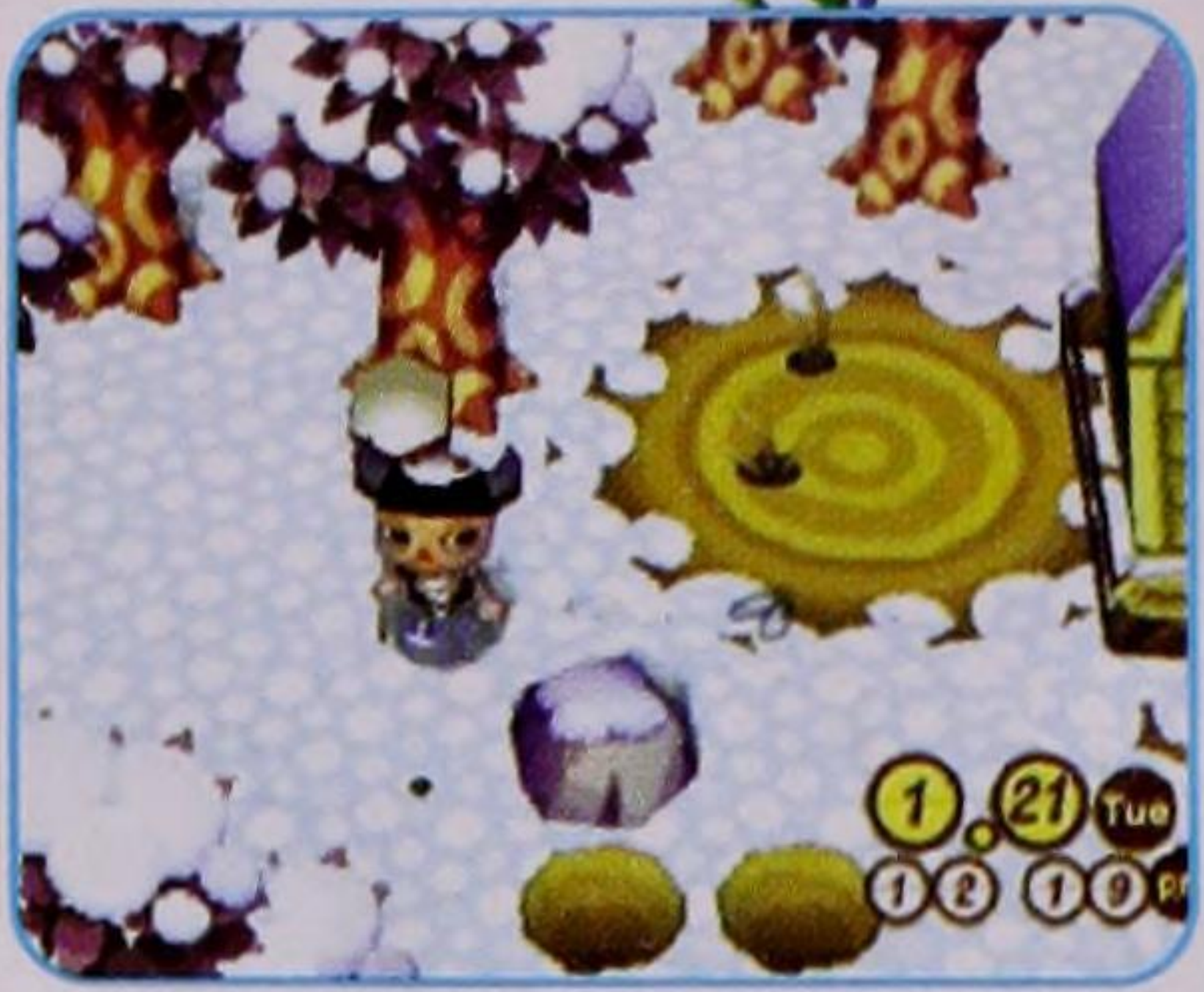


Joan

Wow!
You're getting 100 turnips?!
That'll be 11,800 Bells.

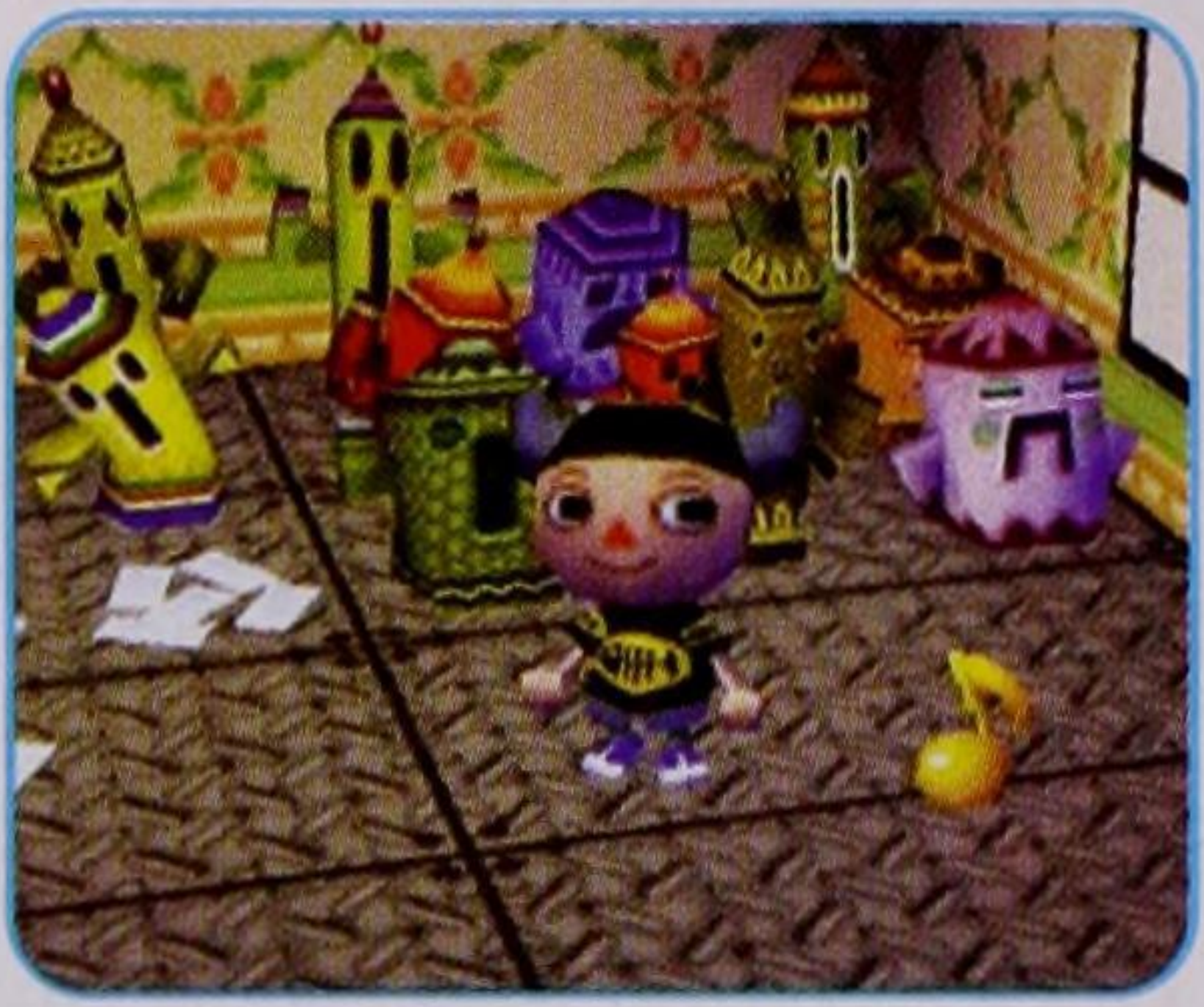
So I've cut off all contact with Spork and Oxford, leaving me more time to work on this Turnip-selling angle. I wandered into Tom Nook's store, which he's recently enlarged thanks to my hard-earned money, and beckoned him over to look at my Turnips. To my amazement, the word on the street is there's a Turnip shortage, and I sold my 10 Turnips for more than 6,000 Bells! Now this got Stinky's pea-sized brain thinking—I waited a week, found Joan the Turnip seller again, and bought 100 Turnips off her! The next day, rubbing my hands in glee, I went to Tom Nook, made sure Copper wasn't about, and offloaded the 100 Turnips. I got 99,000 Bells for them! I almost fell over with delight!

Diary Entry #28



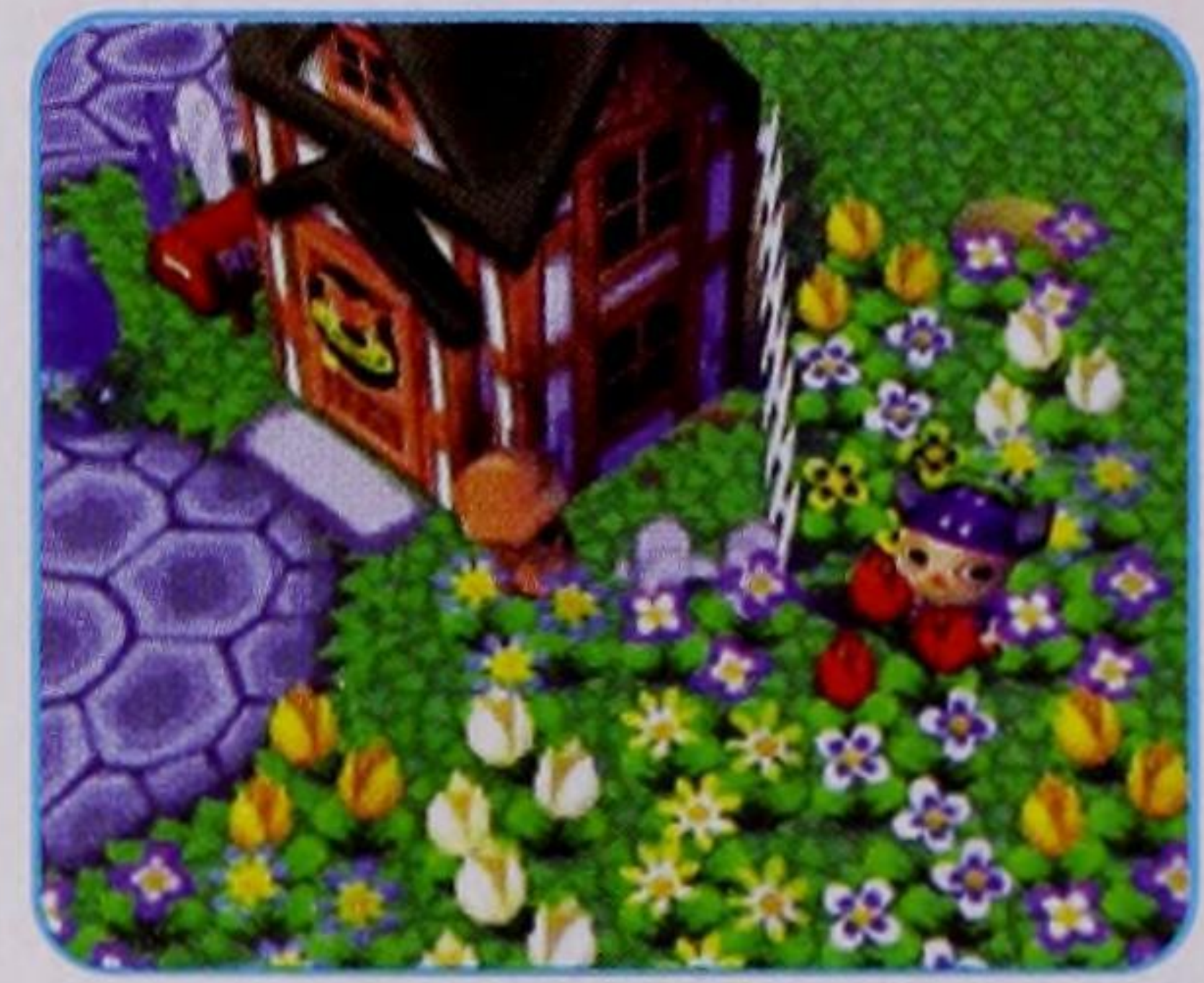
Now a fully-fledged member of the Turnip Cartel, I ignored the rest of those animals in town—who needs 280 Bells for delivering a Pikachu doll from Pompom when there's outrageous sums of cash to be found selling on quality Turnips? You've got to speculate to accumulate, so I grabbed Joan as soon as I could, and planted almost all my cash, buying 600 Turnips. Then I whiled away the hours with some quality fishing, before accidentally hitting a rock with my Shovel. Out popped a creepy-crawly, so I bagged it with my Butterfly Net. It's a yucky pill bug. Blathers is welcome to it. I went to bed dreaming of a massive mansion, bought with Turnip proceeds.

Diary Entry #29



Today, the bottom fell out of the Turnip market. Apparently, some bright spark had been flooding the market with cheap, knock-off Turnips, and Tom's Turnip prices plummeted! I lost around 25,000 Bells on the Great Turnip Disaster of January 2003, and managed to salvage 72,635 of my original 99,000. When I find out who's been undercutting me, then...hang on. I think it was me who flooded the market. I trudged home dejectedly, and left my remaining Turnips to rot. I spent the rest of the day rearranging furniture in my house, and trying not to get freaked out about my financial situation, and the increasingly vast number of clanking Gyroids I'd been collecting.

Diary Entry #30



Looking back, if Stinky's learned any sort of lesson, it's that Turnips don't bring you happiness; so you shouldn't ignore the world around you and simply try to accumulate Turnip-based cash. Instead, take time out to smell the roses; or at least, the tulips I've been planting around my house. Nowadays, I always help a new villager out once a day, I donate to the Museum, and I always tidy up weeds that appear. Although I think back to my Turnip-trading days with fondness, I've found inner peace without white root vegetables. Plus, I got a message from another human friend—a female called Bottoms, who's coming to check out my town! Stinky and Bottoms—this could be the start of a wonderful friendship! I wonder if she likes Turnips?

The Happy Room Checklist Legend

Welcome to the Happy Room Catalog Checklist! This section has every single item available in the game (except those to be released after September 16th 2002, via collectible cards). The Checklist has been arranged to mimic the in-store catalog you can browse at Tom Nook's store. However, the catalog presented here shows all the items!

Each item in the checklist has a check box so you can strike off each object as you find, buy, or are awarded it. This helps you keep track of all your items!

As well as showing examples of every item type, we've listed the items in the order they appear in the store catalog, with the exception of paintings, which appears in its own chart. The list of available items is as follows:

1. Furniture (654 items)
2. Wallpaper (67 items)
3. Carpets (67 items)
4. Clothing (255 items)
5. Umbrellas and Tools (91 items)
6. Writing Paper (64 items)
7. Gyroids (127 items)
8. Fossils (25 items)
9. Fish (40 items)
10. Insects (40 items)
11. Paintings (15 items)

Total Number of Items: 1445 items

Contained within the information for every item, are a series of letters that signify relative information specific to that item. Explanations of what each of the letters (or groups of letters) means, is outlined below. After that, the Checklist begins!

At the start of the game, it is randomly determined whether your game is an "A", "B", or "C" game.

A Game	**B Game**	**C Game**
A = Common items	A = Rare items	A = Uncommon items
B = Uncommon items	B = Common items	B = Rare items
C = Rare items	C = Uncommon items	C = Common items

SM: *Object is small, and takes up one space in your house*

ME: *Object is medium-sized, and takes up two spaces in your house*

LA: *Object is large, and takes up four spaces in your house*

ARROW-IN: *Item allows smaller items (usually clothing) to be placed inside. An example would be a dresser.*

ARROW-ON (ONTOP): *Item either allows smaller item to be placed on it, or is actually the smaller, and can be placed on top. Not all small items can be placed on larger ones.*

MUSIC: *Allows you to place K.K. Slider's musical notes in it to play music*

SIT: *You can sit or lie on this item*

DIR: *Item is Directional, meaning it looks the same from any angle*

NON-DIR: *Item is Non-Directional, meaning it has a distinct back, front, and sides, and must be placed with the front facing outwards*

DOLL: *Item is a doll-type*

S(T): *Item available from specific Tom Nook Store Event*

CR: *Item only available via Crazy Redd*

TN: *Item only available via Tom Nook Lottery*

TO: *Item only available via Tortimer*

WE: *Item only available via Wendell*

SA: *Item only available via Saharah*

GR: *Item only available via Gracie*
GU: *Item only available via Gulliver*
HA(L): *Item only available at Halloween*
HA(R): *Item only available at Harvest Festival*
JI: *Item only available at Holiday Season*
TR *or* **TI:** *Item only available at Tropical Island*
PO: *Item only available via Post Office*
TE: *Item only available in Tent*
IG: *Item only available in Igloo*
?? : *Unknown or Secret Item*
DIA: *Item is a Diary*
N/A: *Item information not applicable to this item*

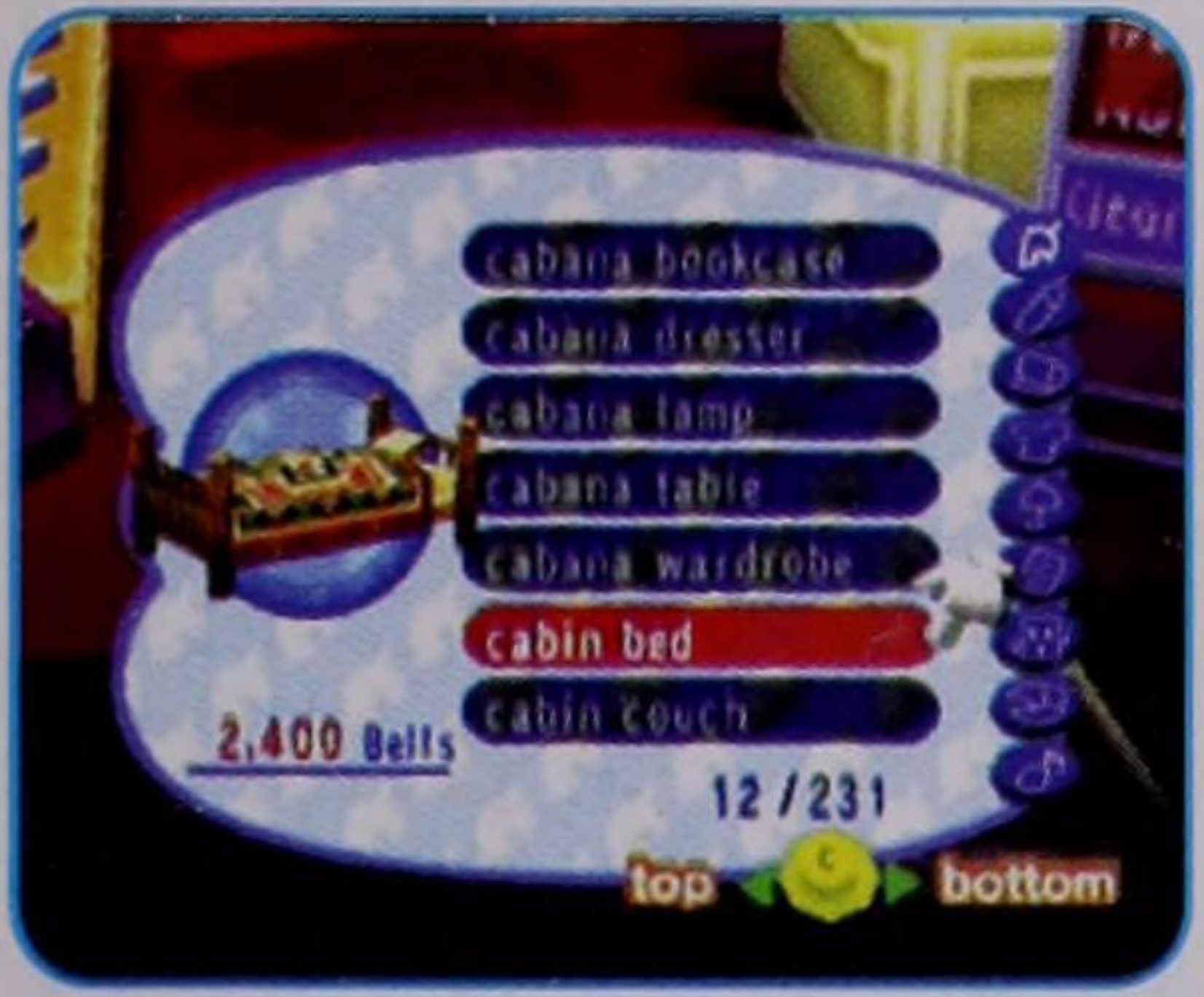
LUCK: *This item is considered Lucky, and will bring you Item and Money Luck*

GRE: *This item is associated with the color green. To bring money and item luck, place it along your south (bottom) wall.*
RED: *This item is associated with the color red. To bring item luck, place it along your east (right) wall.*
ORA: *This item is associated with the color orange. To bring money and item luck, place it along your north (top) wall.*
YEL: *This item is associated with the color yellow. To bring money and item luck, place it along your west (left) wall.*

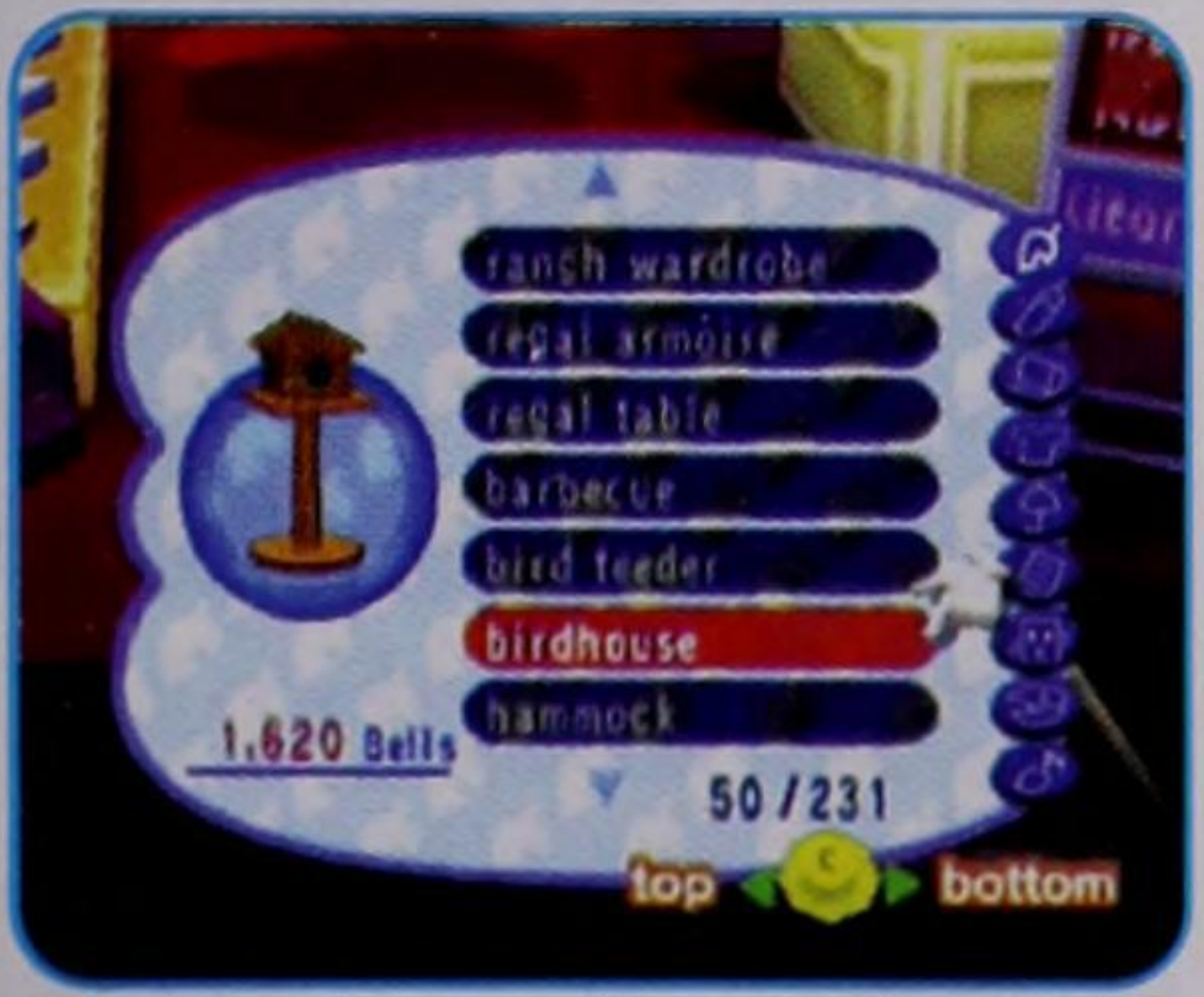
Finding Fine Furniture

How Are They Primarily Found?

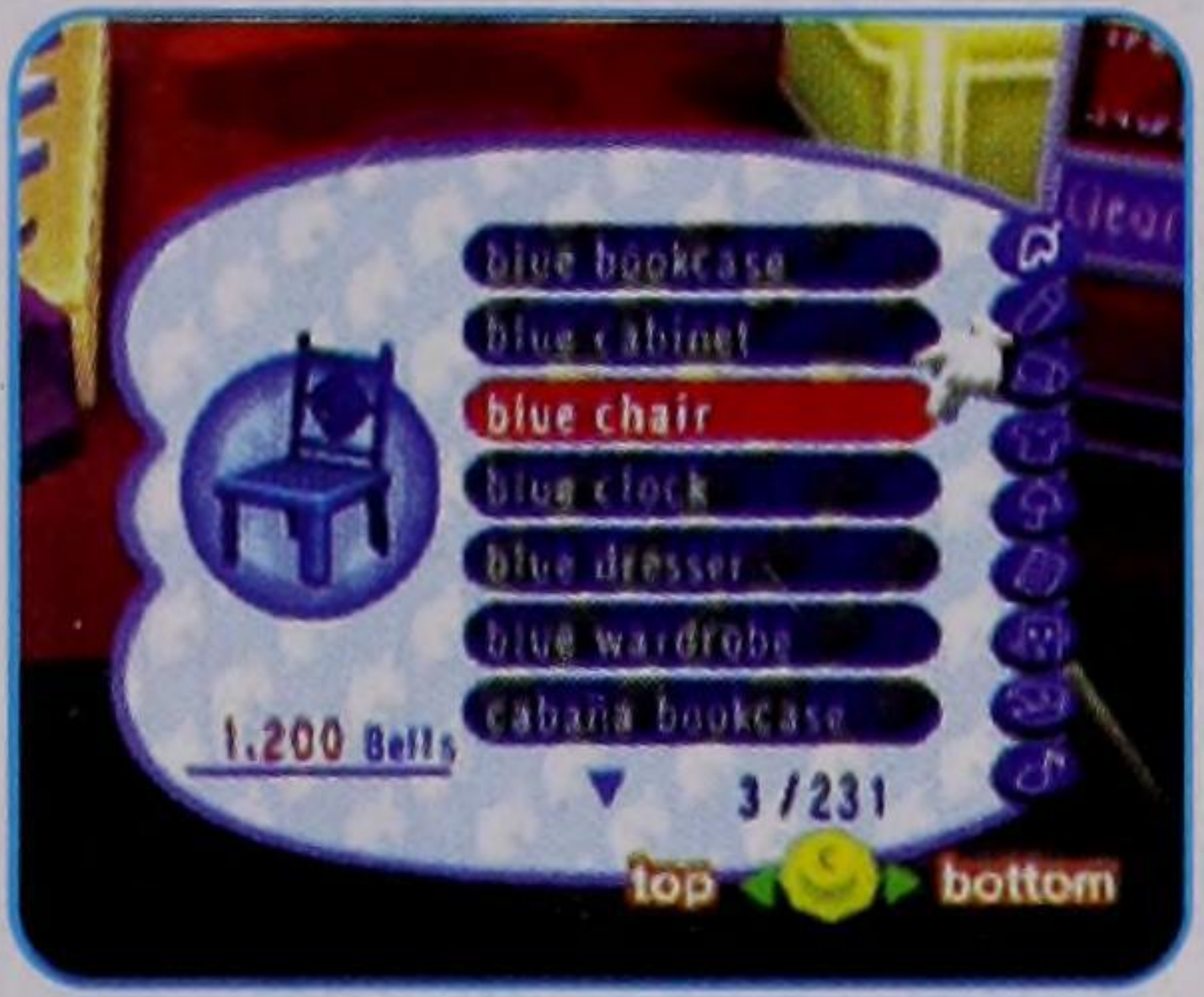
- Purchasing from Tom Nook
- Purchasing from Crazy Redd
- From Jingle, Snowman, Post Office, Igloo, Gulliver, Tortimer, and the Happy Room Academy
- From Tropical Island
- Inhabitants' chores
- Collectible cards
- Certain times of year
- Town Dump
- Digging cracks in ground
- Shaking trees
- Trading/purchasing from friends


cabana bookcase
cabana dresser
cabana lamp
cabana table
cabana wardrobe
cabin bed
cabin couch
2,400 Bells
12 / 231
top
bottom

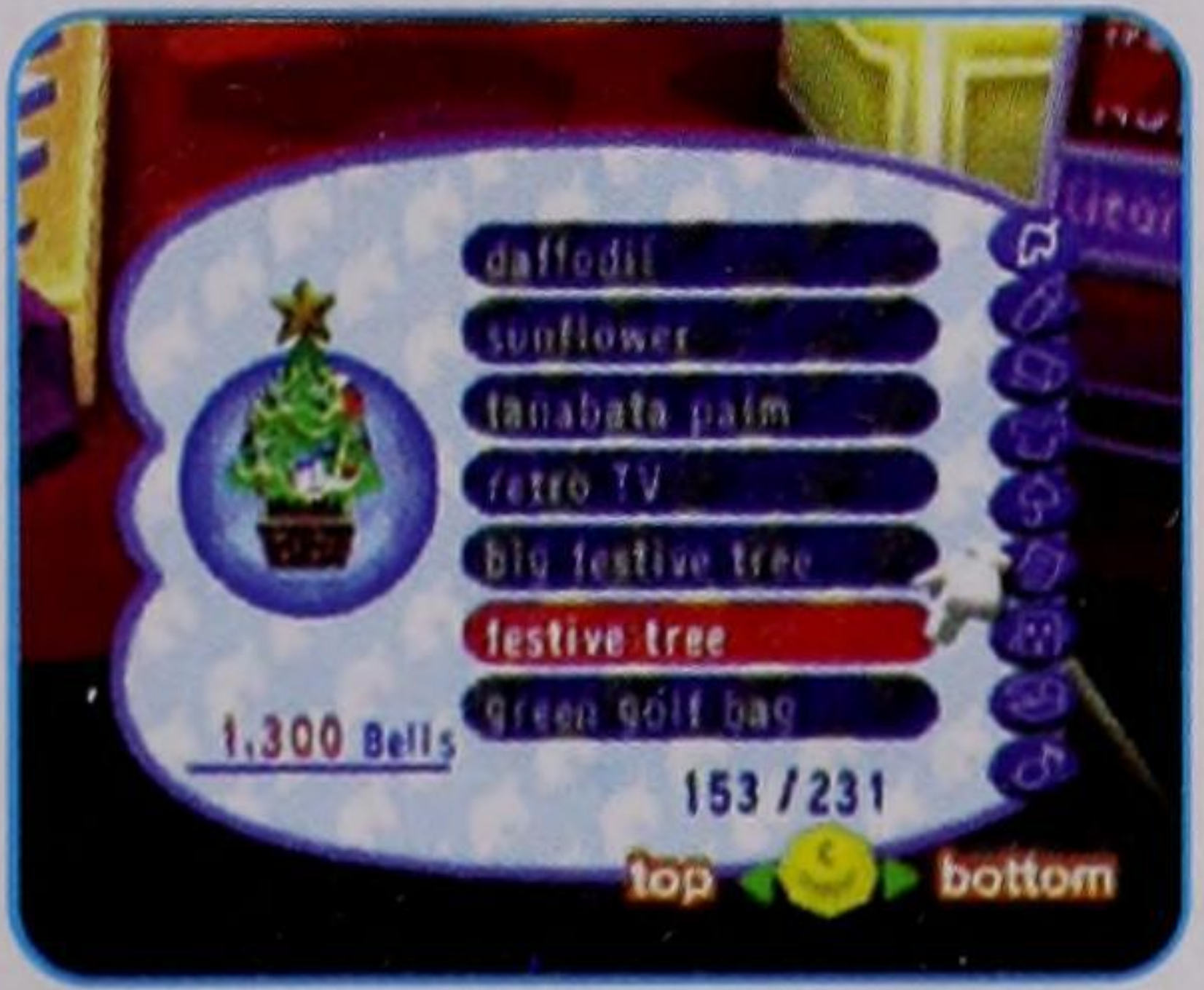
Animal Crossing has a huge collection of furniture. Some pieces are useful, some are art, some are crazy, and some are won only after serious competition.


ranch wardrobe
regal armoire
regal table
barbecue
bird feeder
birdhouse
hammock
1,620 Bells
50 / 231
top
bottom

It's hard to collect even half of these items. With this in mind, don't overstock your house with items you don't want. And tell your friends which items you need, just in case they appear in your friends' games!

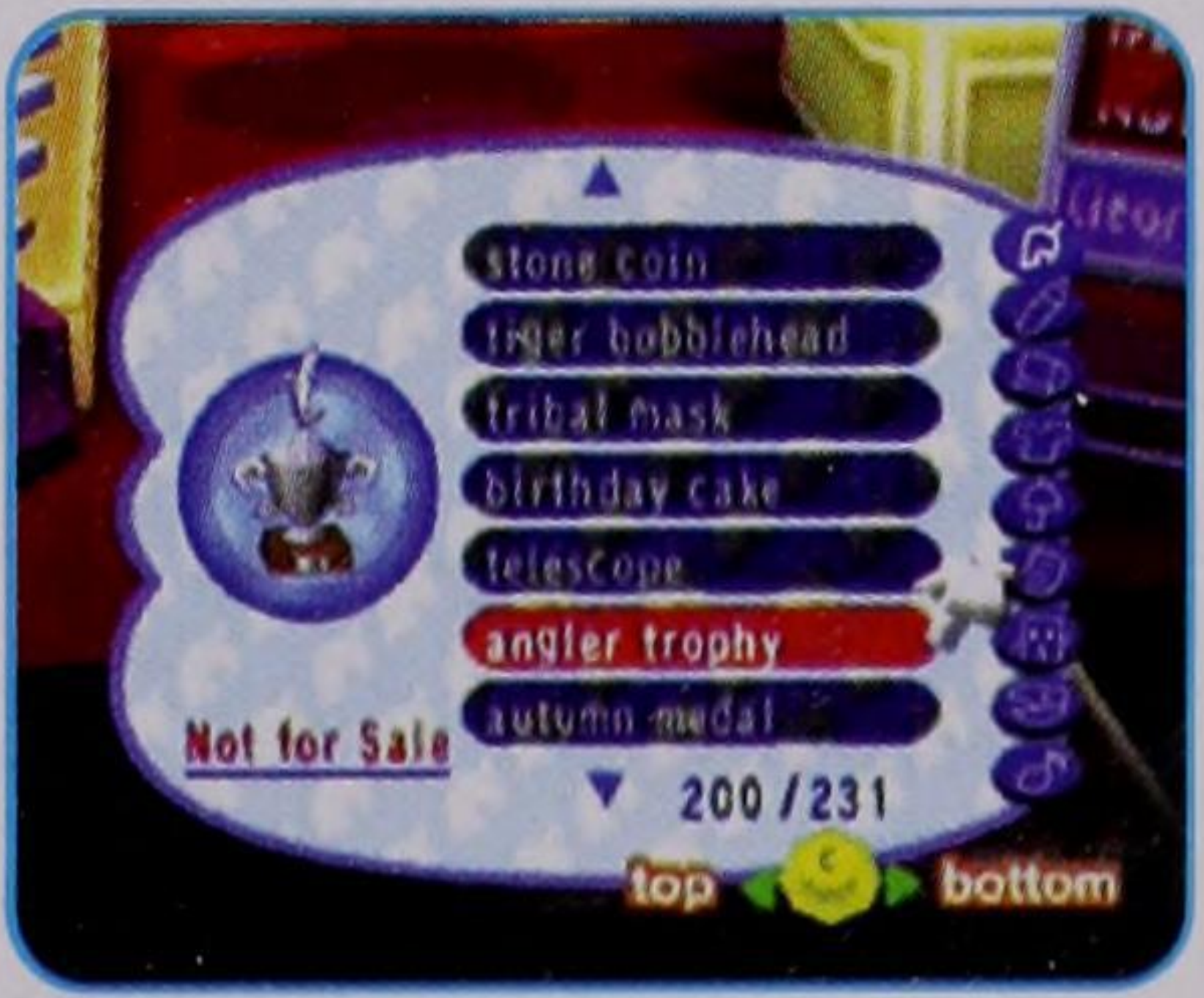

blue bookcase
blue cabinet
blue chair
blue clock
blue dresser
blue wardrobe
cabana bookcase
1,200 Bells
3 / 231
top
bottom

There are hundreds of different items, with many different effects, such as Lucky, color-specific, and items that you can sit on. The legend explains all the different traits each item has. Bear this in mind when you're collecting, too!


daffodil
sunflower
tanabata palm
retro TV
big festive tree
festive tree
green golf bag
1,300 Bells
153 / 231
top
bottom

Don't wait around for Holiday Season items in the middle of summer. Check the time frame information under each item to learn when it is available. Some items appear only on specific hours in one day a year!

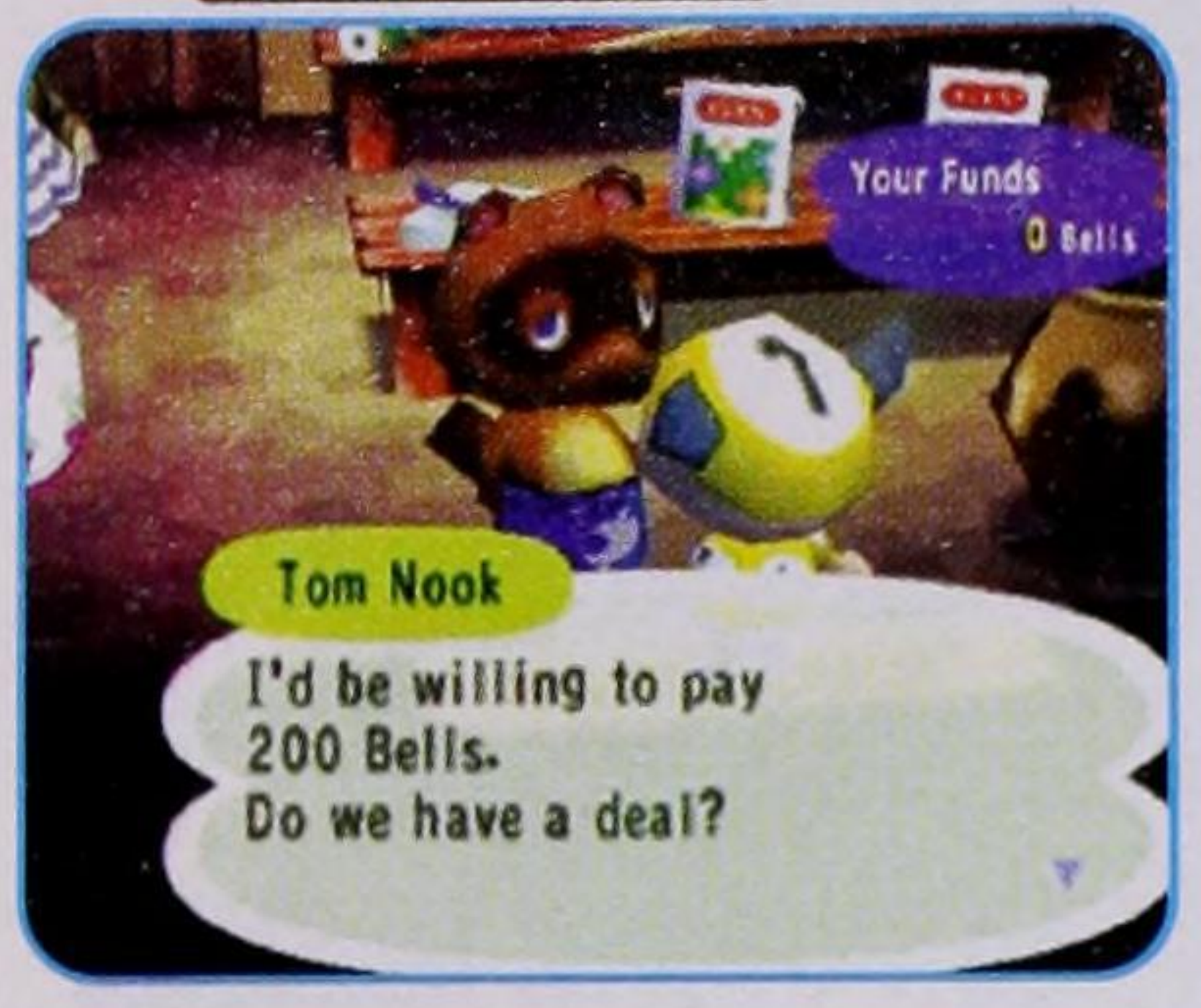
Use your basement to store items you haven't yet set up in your home. There's no penalty for a messy basement, you know! However, don't overcrowd the cellar with items you don't want—sell or trade objects with friends, instead.


stone coin
tiger bobblehead
tribal mask
birthday cake
telescope
angler trophy
autumn medal
Not for Sale
200 / 231
top
bottom

Although you can sell most furniture to Tom Nook, some of the later miscellaneous objects, such as the fishing trophies, can't be bought again if you sell them. Beware of selling something back to Tom Nook if you might want the item later.

Finally, although some items are hard to get, such as objects won in Tom Nook's Lottery, don't forget that you can find furniture by digging in the ground or shaking trees. We found great stuff just by looting a tree or two.

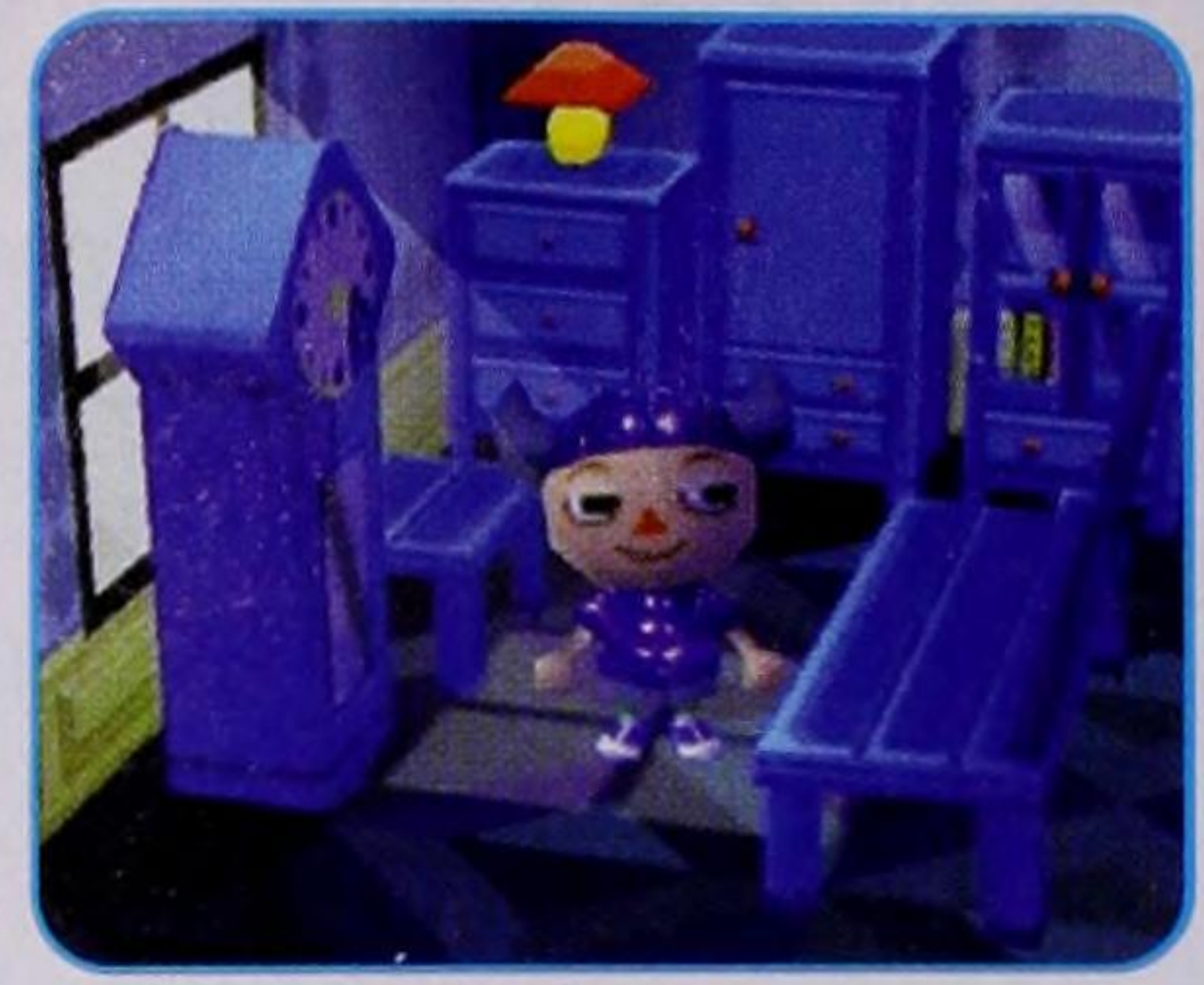
Don't forget the other two awesome scavenging locations for furniture—the Town Dump and the Police Station. You could find the object of your desires by simple rummaging. And new items appear every day!


Your Funds
0 Bells

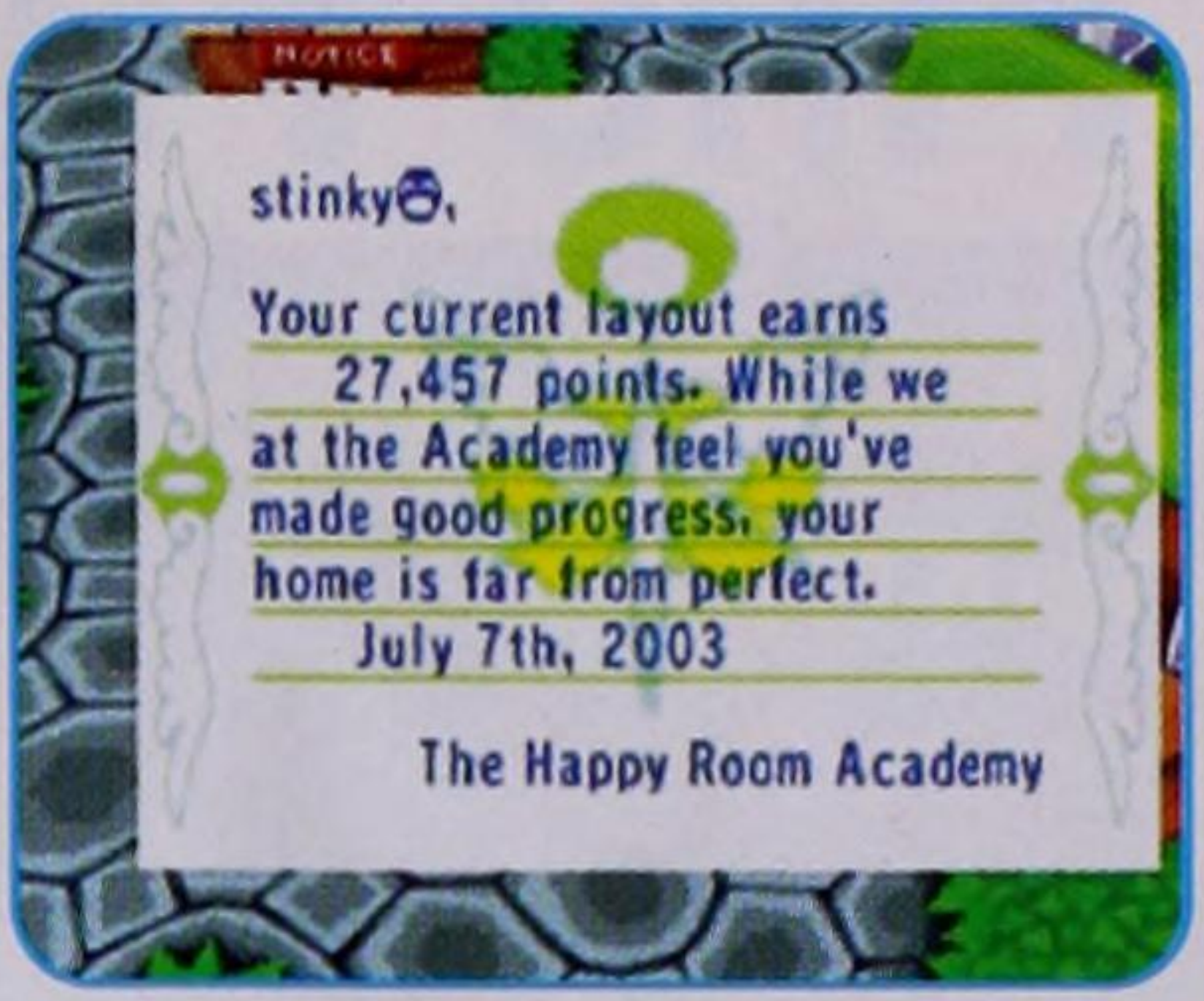
Tom Nook

I'd be willing to pay 200 Bells. Do we have a deal?

Remember the "Buy" and "Sell" values of each item. If you're thinking of selling an object, you'll know how much Tom Nook is willing to pay. Also, by checking the "Buy" value, you know what to charge your friends if you want to make a bit of cash. Hey, why not charge them extra if they really want that item? That's clever business sense!



Below are many examples of the different "series" of furniture pieces you can put together in your house. Don't forget a similar item of clothing to match. And remember to check the series name on carpet and wallpaper to finish everything off!



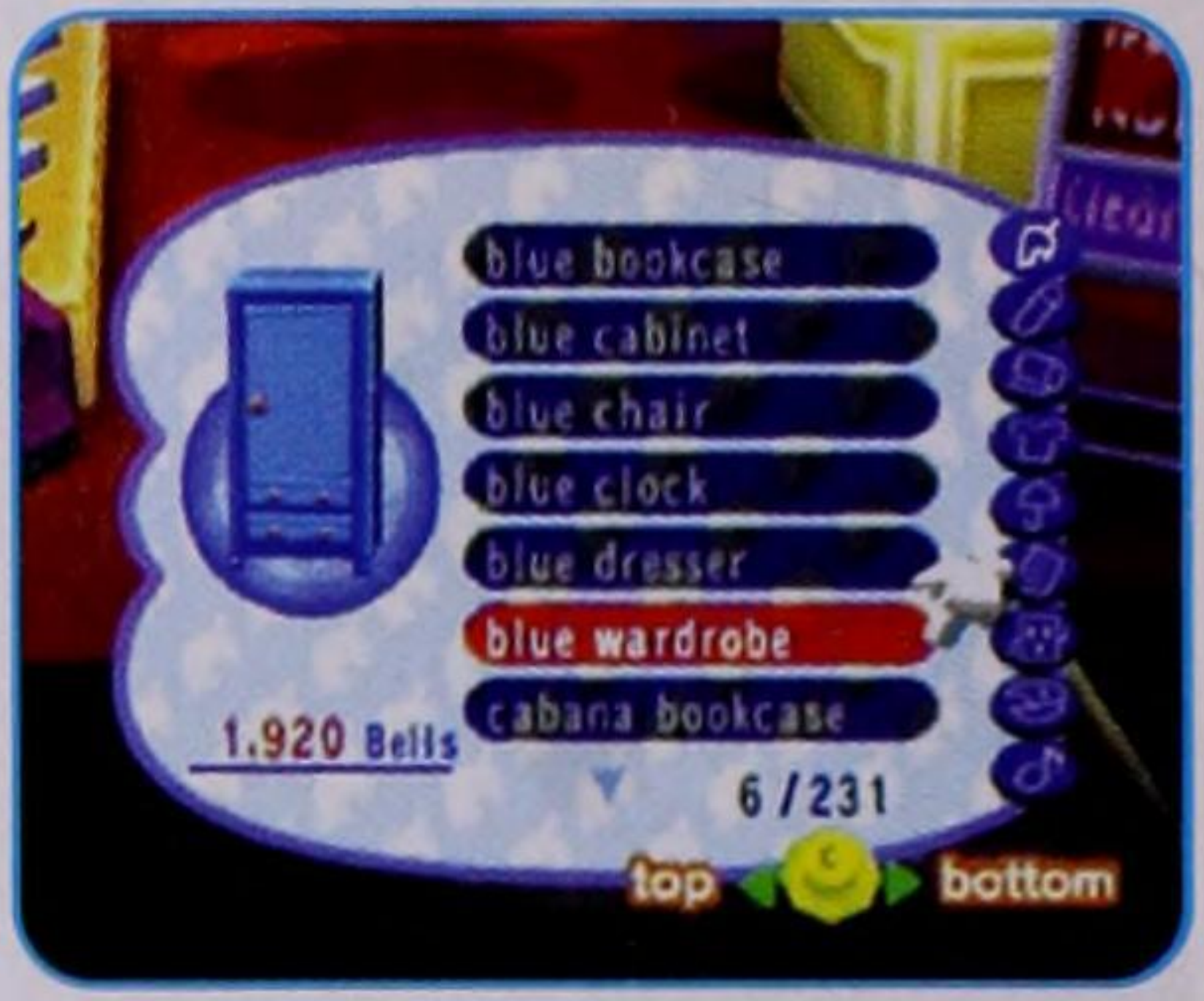
stinky,

Your current layout earns 27,457 points. While we at the Academy feel you've made good progress, your home is far from perfect.

July 7th, 2003

The Happy Room Academy

If you do this, the Happy Room Academy will award you extra points! Find out more about this earlier in the book. Remember that some of these items are going to be hard to get, so choose your series early on, and buy everything you can!

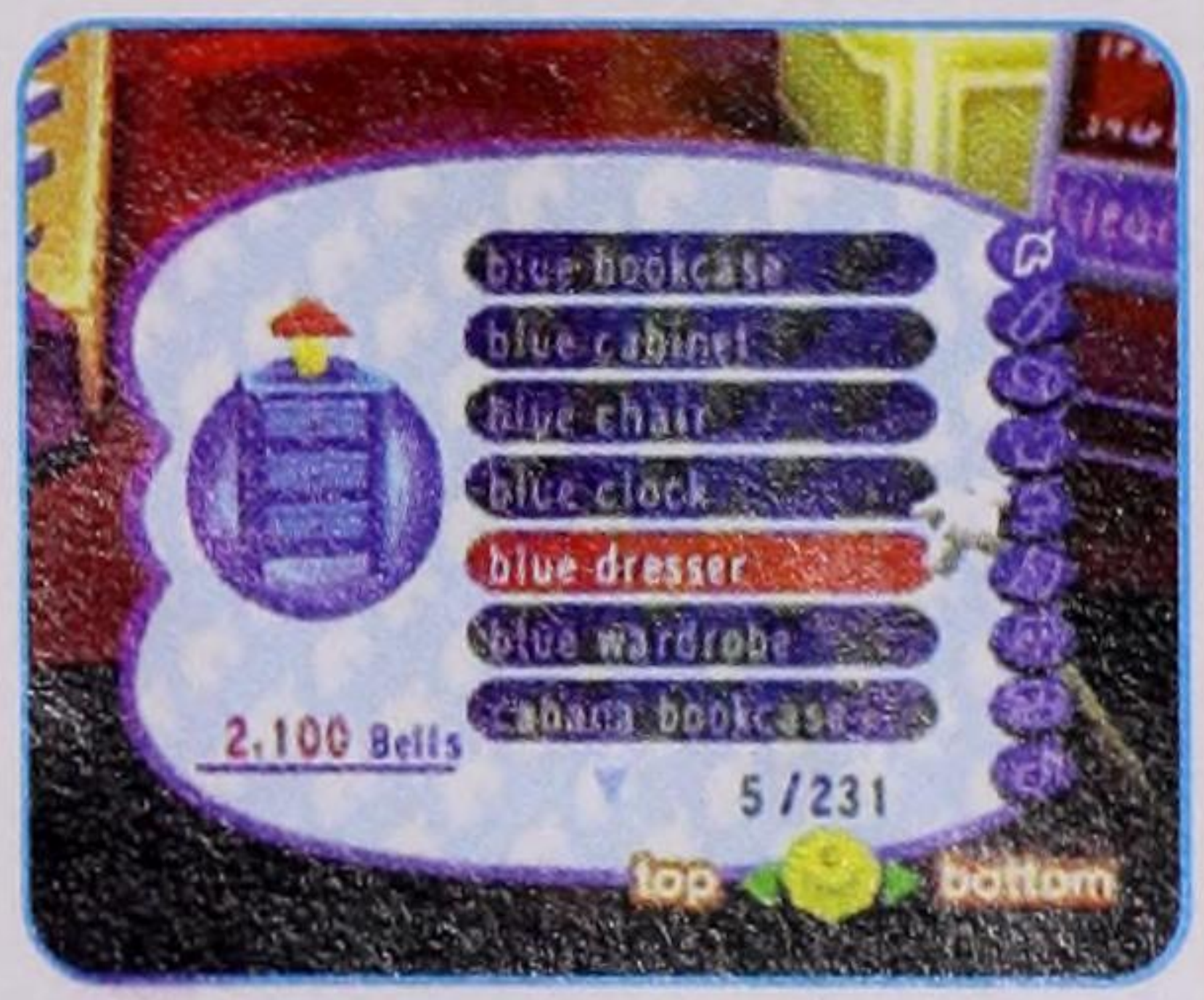

blue bookcase
blue cabinet
blue chair
blue clock
blue dresser
blue wardrobe
cabana bookcase
1,920 Bells
6 / 231
top
bottom

The following charts show the complete furniture listing, except for a few "secret" items that you can't get until later in the game. For every separate chart section, an example of the furniture type is shown.

Complete Furniture Collection

Number: *1*
Name: *Blue Wardrobe* ☐
Icon: *A, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *1,920*
Sell: *480*

Blue Series


blue bookcase
blue cabinet
blue chair
blue clock
blue dresser
blue wardrobe
cabana bookcase
2,100 Bells
5 / 231
top
bottom

Number: *1*
Name: *Blue Wardrobe* ☐
Icon: *A, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *1,920*
Sell: *480*
Number: *2*
Name: *Blue Cabinet* ☐
Icon: *A, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *2,400*
Sell: *600*

Number: *3*
Name: *Blue Bureau* ☐
Icon: *B, ME, DIR, ARROW-IN*
Time Frame: *None*
Buy: *2,160*
Sell: *540*

Number: *4*
Name: *Blue Bed* ☐
Icon: *CR, ME, NON-DIR, ARROW-ON, SIT*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,100*
Sell: *525*

Number: *5*
Name: *Blue Bench* ☐
Icon: *A, ME, DIR, SIT*
Time Frame: *None*
Buy: *1,900*
Sell: *475*

Number: *6*
Name: *Blue Chair* ☐
Icon: *C, SM, DIR, SIT*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

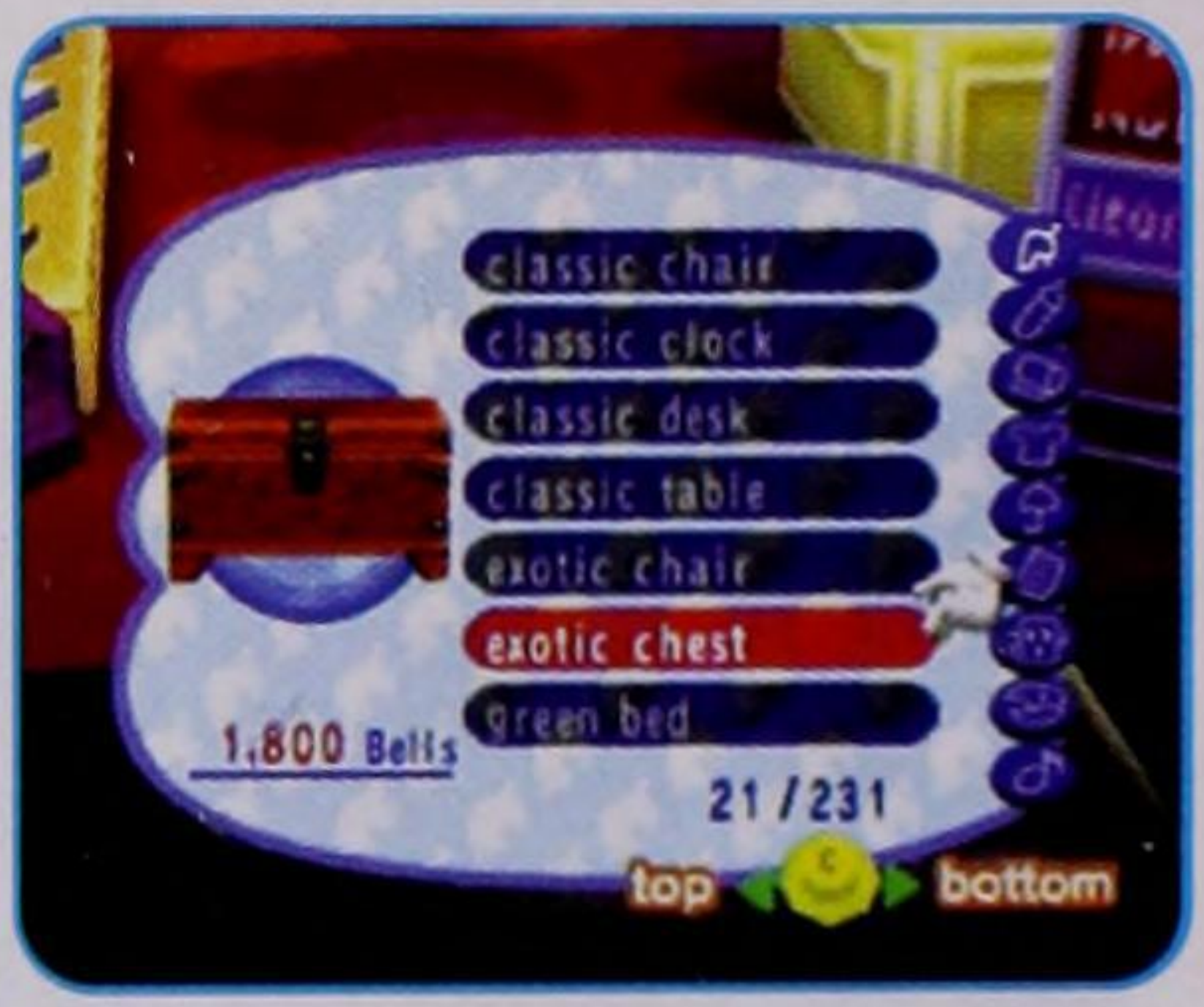
Number: *7*
Name: *Blue Dresser* ☐
Icon: *TN, SM, DIR, RED, ARROW-IN*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *2,100*
Sell: *525*

Number: *8*
Name: *Blue Bookcase* ☐
Icon: *B, SM, DIR*
Time Frame: *None*
Buy: *1,900*
Sell: *475*

Number: *9*
Name: *Blue Table* ☐
Icon: *CR, SM, NON-DIR, YEL, ARROW-ON*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *10*
Name: *Blue Clock* ☐
Icon: *C, SM, DIR*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Exotic Series


classic chair
classic clock
classic desk
classic table
exotic chair
exotic chest
green bed
1,800 Bells
21 / 231
top
bottom

Number: *11*
Name: *Exotic Wardrobe* ☐
Icon: *C, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *2,180*
Sell: *545*

Number: *12*
Name: *Exotic Bureau* ☐
Icon: *A, ME, DIR, ARROW-IN*
Time Frame: *None*
Buy: *2,400*
Sell: *600*

Number: *13*
Name: *Exotic Bench* ☐
Icon: *A, ME, DIR, SIT*
Time Frame: *None*
Buy: *1,900*
Sell: *475*

Number: *14*
Name: *Exotic Chair* ☐
Icon: *A, SM, DIR, SIT*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Number: *15*
Name: *Exotic Chest* ☐
Icon: *B, ME, NON-DIR*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *16*
Name: *Exotic Lamp* ☐
Icon: *TN, SM, DIR, YEL, ARROW-ON*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *1,800*
Sell: *450*

Number: *17*
Name: *Exotic Screen* ☐
Icon: *C, ME, NON-DIR*
Time Frame: *None*
Buy: *2,250*
Sell: *562*

Number: *18*
Name: *Exotic Table* ☐
Icon: *CR, ME, NON-DIR, ARROW-ON*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,300*
Sell: *575*

Number: *19*
Name: *Exotic Bed* ☐
Icon: *CR, LA, NON-DIR, SIT*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,540*
Sell: *635*

Number: *20*
Name: *Exotic End Table* ☐
Icon: *B, SM, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Ranch Series

modern lamp
modern sofa
modern table
ranch bed
ranch couch
ranch table
ranch tea table
1,700 Bells
43 / 231
top
bottom

Number: *21*
Name: *Ranch Wardrobe* ☐
Icon: *A, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *3,050*
Sell: *762*

Number: *22*
Name: *Ranch Dresser* ☐
Icon: *CR, ME, DIR, ARROW-IN*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,720*
Sell: *680*

Number: *23*
Name: *Ranch Couch* ☐
Icon: *C, ME, DIR, GRE, SIT*
Time Frame: *None*
Buy: *2,400*
Sell: *600*

Number: *24*
Name: *Ranch Armchair* ☐
Icon: *A, SM, DIR, GRE, SIT*
Time Frame: *None*
Buy: *2,000*
Sell: *500*

Number: *25*
Name: *Ranch Tea Table* ☐
Icon: *B, ME, DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *26*
Name: *Ranch Hutch* ☐
Icon: *TN, SM, DIR, ARROW-IN*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *2,560*
Sell: *640*

Number: *27*
Name: *Ranch Bookcase* ☐
Icon: *C, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *2,000*
Sell: *500*

Number: *28*
Name: *Ranch Chair* ☐
Icon: *CR, SM, DIR, SIT*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *1,400*
Sell: *350*

Number: *29*
Name: *Ranch Bed* ☐
Icon: *C, ME, NON-DIR, RED, SIT*
Time Frame: *None*
Buy: *2,300*
Sell: *575*

Number: *30*
Name: *Ranch Table* ☐
Icon: *B, LA, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,700*
Sell: *425*

Kiddie Series

green desk
green table
green wardrobe
kiddie bookcase
kiddie chair
kiddie couch
kiddie table
2,200 Bells
30 / 231
top
bottom

Number: *31*
Name: *Kiddie Dresser* ☐
Icon: *C, ME, DIR, ARROW-IN*
Time Frame: *None*
Buy: *2,150*
Sell: *537*

Number: *32*
Name: *Kiddie Bureau* ☐
Icon: *B, SM, DIR*
Time Frame: *None*
Buy: *2,200*
Sell: *550*

Number: *33*
Name: *Kiddie Wardrobe* ☐
Icon: *C, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *2,180*
Sell: *545*

Number: *34*
Name: *Kiddie Clock* ☐
Icon: *CR, SM, DIR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *1,480*
Sell: *370*

Number: *35*
Name: *Kiddie Bed* ☐
Icon: *CR, ME, NON-DIR, SIT*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,100*
Sell: *525*

Number: *36*
Name: *Kiddie Table* ☐
Icon: *A, LA, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *2,200*
Sell: *500*

Number: *37*
Name: *Kiddie Couch* ☐
Icon: *B, ME, DIR, SIT*
Time Frame: *None*
Buy: *2,200*
Sell: *500*

Number: *38*
Name: *Kiddie Stereo* ☐
Icon: *TN, ME, DIR, MUSIC*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *1,900*
Sell: *475*

Number: *39*
Name: *Kiddie Chair* ☐
Icon: *B, SM, DIR, SIT*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Number: *40*
Name: *Kiddie Bookcase* ☐
Icon: *A, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Classic Series

cabin bed
cabin couch
cabin table
classic bed
classic chair
classic clock
classic desk
2,180 Bells
17 / 231
top
bottom

Number: *41*
Name: *Classic Wardrobe* ☐
Icon: *CR, SM, DIR, ARROW-IN*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,560*
Sell: *640*

Number: *42*
Name: *Classic Vanity* ☐
Icon: *CR, SM, DIR, ARROW-IN*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,560*
Sell: *640*

Number: *43*
Name: *Classic Hutch* ☐
Icon: *TN, ME, DIR, ARROW-IN*
Time Frame: *Tom Nook Lottery (end of the month)*
Buy: *3,360*
Sell: *840*

Number: *44*
Name: *Classic Chair* ☐
Icon: *C, SM, DIR, SIT*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *45*
Name: *Classic Desk* ☐
Icon: *A, SM, DIR*
Time Frame: *None*
Buy: *2,200*
Sell: *550*

Number: *46*
Name: *Classic Table* ☐
Icon: *A, SM, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *47*
Name: *Classic Cabinet* ☐
Icon: *B, ME, DIR, ARROW-IN*
Time Frame: *None*
Buy: *2,560*
Sell: *640*

Number: *48*
Name: *Classic Sofa* ☐
Icon: *C, ME, DIR, YEL, SIT*
Time Frame: *None*
Buy: *2,240*
Sell: *560*

Number: *49*
Name: *Classic Clock* ☐
Icon: *C, SM, DIR*
Time Frame: *None*
Buy: *2,180*
Sell: *545*

Number: *50*
Name: *Classic Bed* ☐
Icon: *B, LA, NON-DIR, SIT*
Time Frame: *None*
Buy: *2,520*
Sell: *630*

Green Series

green bed
green bench
green counter
green desk
green table
green wardrobe
kiddie bookcase
2,300 Bells
27 / 231

Number: *51*
Name: *Green Wardrobe* ☐
Icon: *CR, SM, DIR, GRE, ARROW-IN*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,300*
Sell: *575*

Number: *52*
Name: *Green Dresser* ☐
Icon: *CR, ME, DIR, GRE, ARROW-IN*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,320*
Sell: *580*

Number: *53*
Name: *Green Bed* ☐
Icon: *B, ME, NON-DIR, GRE, SIT*
Time Frame: *None*
Buy: *2,160*
Sell: *540*

Number: *54*
Name: *Green Bench* ☐
Icon: *A, ME, DIR, GRE, SIT*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *55*
Name: *Green Chair* ☐
Icon: *A, SM, DIR, GRE, SIT*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *56*
Name: *Green Pantry* ☐
Icon: *TN, SM, DIR, GRE, ARROW-IN*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *2,290*
Sell: *573*

Number: *57*
Name: *Green Counter* ☐
Icon: *B, ME, DIR, GRE*
Time Frame: *None*
Buy: *2,400*
Sell: *600*

Number: *58*
Name: *Green Lamp* ☐
Icon: *C, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *59*
Name: *Green Table* ☐
Icon: *C, LA, NON-DIR, GRE, ARROW-ON*
Time Frame: *None*
Buy: *1,700*
Sell: *425*

Number: *60*
Name: *Green Desk* ☐
Icon: *C, SM, DIR, GRE*
Time Frame: *None*
Buy: *2,000*
Sell: *500*

Modern Series

kiddie table
lovely armoire
lovely chair
lovely lamp
lovely table
modern chair
modern dresser
1,500 Bells
36 / 231
top
bottom

Number: *61*
Name: *Modern Wardrobe* ☐
Icon: *CR, SM, DIR, ARROW-IN*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,560*
Sell: *640*

Number: *62*
Name: *Modern Dresser* ☐
Icon: *A, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *2,250*
Sell: *562*

Number: *63*
Name: *Modern Bed* ☐
Icon: *C, ME, NON-DIR, SIT*
Time Frame: *None*
Buy: *2,320*
Sell: *580*

Number: *64*
Name: *Modern Cabinet* ☐
Icon: *TN, ME, DIR*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *2,580*
Sell: *645*

Number: *65*
Name: *Modern Desk* ☐
Icon: *B, ME, DIR, LUCK*
Time Frame: *None*
Buy: *2,480*
Sell: *620*

Number: *66*
Name: *Modern Sofa* ☐
Icon: *C, ME, DIR, SIT*
Time Frame: *None*
Buy: *2,620*
Sell: *655*

Number: *67*
Name: *Modern Table* ☐
Icon: *A, ME, NON-DIR*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *68*
Name: *Modern Chair* ☐
Icon: *B, SM, DIR, SIT*
Time Frame: *None*
Buy: *1,500*
Sell: *375*

Number: *69*
Name: *Modern End Table* ☐
Icon: *CR, SM, NON-DIR, ARROW-ON*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *1,900*
Sell: *475*

Number: *70*
Name: *Modern Lamp* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Lovely Series

green wardrobe
kiddie bookcase
kiddie chair
kiddie couch
kiddie table
lovely armoire
lovely chair
2,240 Bells
32 / 231
top
bottom

Number: *71*
Name: *Lovely Armoire* ☐
Icon: *CR, SM, DIR, ARROW-IN*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,240*
Sell: *560*

Number: *72*
Name: *Lovely Dresser* ☐
Icon: *C, ME, DIR, ARROW-IN, RED*
Time Frame: *None*
Buy: *2,160*
Sell: *540*

Number: *73*
Name: *Lovely End Table* ☐
Icon: *CR, SM, NON-DIR, ARROW-ON*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *1,800*
Sell: *450*

Number: *74*
Name: *Lovely Armchair* ☐
Icon: *A, SM, DIR*
Time Frame: *None*
Buy: *2,000*
Sell: *500*

Number: *75*
Name: *Lovely Lamp* ☐
Icon: *B, SM, NON-DIR, RED*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *76*
Name: *Lovely Kitchen* ☐
Icon: *TN, ME, DIR*
Time Frame: *Tom Nook's Lottery (end of month)*
Buy: *2,280*
Sell: *570*

Number: *77*
Name: *Lovely Chair* ☐
Icon: *B, SM, DIR, SIT*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *78*
Name: *Lovely Bed* ☐
Icon: *A, ME, NON-DIR*
Time Frame: *None*
Buy: *2,000*
Sell: *500*

Number: *79*
Name: *Lovely Vanity* ☐
Icon: *B, SM, DIR*
Time Frame: *None*
Buy: *2,200*
Sell: *550*

Number: *80*
Name: *Lovely Table* ☐
Icon: *C, SM, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Cabana Series

blue cabinet
blue chair
blue clock
blue dresser
blue wardrobe
cabana bookcase
cabana dresser
2,400 Bells
7 / 231
top
bottom

Number: *81*
Name: *Cabana Wardrobe* ☐
Icon: *B, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *2,240*
Sell: *560*

Number: *82*
Name: *Cabana Dresser* ☐
Icon: *A, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *2,400*
Sell: *600*

Number: *83*
Name: *Cabana Armchair* ☐
Icon: *TN, SM, DIR, SIT*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *1,800*
Sell: *450*

Number: *84*
Name: *Cabana Bed* ☐
Icon: *CR, ME, NON-DIR, SIT*
Time Frame: *18:00-18:00 (Crazy Redd Visit)*
Buy: *2,200*
Sell: *550*

Number: *85*
Name: *Cabana Lamp* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *1,700*
Sell: *425*

Number: *86*
Name: *Cabana Table* ☐
Icon: *C, ME, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *87*
Name: *Cabana Screen* ☐
Icon: *C, ME, NON-DIR*
Time Frame: *None*
Buy: *2,000*
Sell: *500*

Number: *88*
Name: *Cabana Vanity* ☐
Icon: *A, SM, DIR*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *89*
Name: *Cabana Chair* ☐
Icon: *CR, SM, DIR, SIT*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *1,600*
Sell: *400*

Number: *90*
Name: *Cabana Bookcase* ☐
Icon: *B, ME, DIR*
Time Frame: *None*
Buy: *2,400*
Sell: *600*

Regal Series

ranch bed
ranch couch
ranch table
ranch tea table
ranch wardrobe
regal armoire
regal table
3,820 Bells
46 / 231
top
bottom

Number: *91*
Name: *Regal Armoire* ☐
Icon: *B, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *3,820*
Sell: *955*

Number: *92*
Name: *Regal Dresser* ☐
Icon: *C, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *3,520*
Sell: *880*

Number: *93*
Name: *Regal Cupboard* ☐
Icon: *TN, SM, DIR*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *3,360*
Sell: *840*

Number: *94*
Name: *Regal Chair* ☐
Icon: *CR, SM, DIR, SIT*
Time Frame: *18:00-18:00 (Crazy Redd's visit)*
Buy: *2,100*
Sell: *525*

Number: *95*
Name: *Regal Table* ☐
Icon: *A, ME, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *2,540*
Sell: *635*

Number: *96*
Name: *Regal Bookcase* ☐
Icon: *C, ME, DIR*
Time Frame: *None*
Buy: *3,120*
Sell: *780*

Number: *97*
Name: *Regal Bed* ☐
Icon: *CR, LA, NON-DIR, SIT*
Time Frame: *None*
Buy: *3,120*
Sell: *780*

Number: *98*
Name: *Regal Vanity* ☐
Icon: *B, SM, DIR*
Time Frame: *None*
Buy: *3,200*
Sell: *800*

Number: *99*
Name: *Regal Sofa* ☐
Icon: *A, ME, DIR, SIT*
Time Frame: *None*
Buy: *3,100*
Sell: *775*

Number: *100*
Name: *Regal Lamp* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *2,400*
Sell: *600*

Cabin Series

cabana lamp
cabana table
cabana wardrobe
cabin bed
cabin couch
cabin table
classic bed
2,100 Bells
14 / 231
top
bottom

Number: *101*
Name: *Cabin Wardrobe* ☐
Icon: *C, SM, DIR, ARROW-IN*
Time Frame: *None*
Buy: *2,480*
Sell: *620*

Number: *102*
Name: *Cabin Dresser* ☐
Icon: *CR, SM, DIR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,160*
Sell: *540*

Number: *103*
Name: *Cabin Clock* ☐
Icon: *C, SM, DIR*
Time Frame: *None*
Buy: *2,000*
Sell: *500*

Number: *104*
Name: *Cabin Bed* ☐
Icon: *A, ME, NON-DIR, SIT, RED*
Time Frame: *None*
Buy: *2,400*
Sell: *600*

Number: *105*
Name: *Cabin Couch* ☐
Icon: *C, ME, DIR, SIT*
Time Frame: *None*
Buy: *2,480*
Sell: *620*

Number: *106*
Name: *Cabin Armchair* ☐
Icon: *B, SM, DIR, SIT*
Time Frame: *None*
Buy: *2,280*
Sell: *570*

Number: *107*
Name: *Cabin Bookcase* ☐
Icon: *TN, ME, DIR*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *2,300*
Sell: *575*

Number: *108*
Name: *Cabin Low Table* ☐
Icon: *A, LA, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *2,100*
Sell: *525*

Number: *109*
Name: *Cabin Chair* ☐
Icon: *CR, SM, DIR, SIT*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *1,700*
Sell: *425*

Number: *110*
Name: *Cabin Table* ☐
Icon: *B, SM, NON-DIR, ARROW-ON, RED*
Time Frame: *None*
Buy: *2,100*
Sell: *525*

Jingle Series

Number: *111*
Name: *Jingle Wardrobe* ☐
Icon: *JI, SM, DIR, RED, ARROW-IN*
Time Frame: *12/24, 20:00-24:00; 12/25, 00:00-01:00 (Jingle Present visit)*
Buy: *48,960*
Sell: *12,240*

Number: *112*
Name: *Jingle Dresser* ☐
Icon: *JI, ME, DIR, RED, ARROW-IN*
Time Frame: *12/24, 20:00-24:00; 12/25, 00:00-01:00 (Jingle Present visit)*
Buy: *48,960*
Sell: *12,240*

Number: *113*
Name: *Jingle Lamp* ☐
Icon: *JI, ME, NON-DIR, RED*
Time Frame: *12/24, 20:00-24:00; 12/25, 00:00-01:00 (Jingle Present visit)*
Buy: *48,960*
Sell: *12,240*

Number: *114*
Name: *Jingle Chair* ☐
Icon: *JI, SM, DIR, RED, SIT*
Time Frame: *12/24, 20:00-24:00; 12/25, 00:00-01:00 (Jingle Present visit)*
Buy: *48,960*
Sell: *12,240*

Number: *115*
Name: *Jingle Shelves* ☐
Icon: *JI, SM, DIR, RED*
Time Frame: *12/24, 20:00-24:00; 12/25, 00:00-01:00 (Jingle Present visit)*
Buy: *48,960*
Sell: *12,240*

Number: *116*
Name: *Jingle Sofa* ☐
Icon: *JI, ME, DIR, RED, SIT*
Time Frame: *12/24, 20:00-24:00; 12/25, 00:00-01:00 (Jingle Present visit)*
Buy: *48,960*
Sell: *12,240*

Number: *117*
Name: *Jingle Bed* ☐
Icon: *JI, ME, NON-DIR, RED, SIT*
Time Frame: *12/24, 20:00-24:00; 12/25, 00:00-01:00 (Jingle Present visit)*
Buy: *48,960*
Sell: *12,240*

Number: *118*
Name: *Jingle Clock* ☐
Icon: *JI, SM, DIR, RED*
Time Frame: *12/24, 20:00-24:00; 12/25, 00:00-01:00 (Jingle Present visit)*
Buy: *48,960*
Sell: *12,240*

Number: *119*
Name: *Jingle Table* ☐
Icon: *JI, LA, DIR, RED, ARROW-ON*
Time Frame: *12/24, 20:00-24:00; 12/25, 00:00-01:00 (Jingle Present visit)*
Buy: *48,960*
Sell: *12,240*

Number: *120*
Name: *Jingle Piano* ☐
Icon: *JI, ME, DIR, RED*
Time Frame: *12/24, 20:00-24:00; 12/25, 00:00-01:00 (Jingle Present visit)*
Buy: *48,960*
Sell: *12,240*

Halloween Series

Number: *121*
Name: *Spooky Wardrobe* ☐
Icon: *HA, SM, DIR, ORA, ARROW-IN, DOLL*
Time Frame: *10/31, 18:00-24:00; 1/11, 00:00-01:00 (Halloween)*
Buy: *41,240*
Sell: *10,310*

Number: *122*
Name: *Spooky Dresser* ☐
Icon: *HA, SM, DIR, ORA, ARROW-IN, DOLL*
Time Frame: *10/31, 18:00-24:00; 1/11, 00:00-01:00 (Halloween)*
Buy: *41,240*
Sell: *10,310*

Number: *123*
Name: *Spooky Bed* ☐
Icon: *HA, ME, NON-DIR, ORA, SIT*
Time Frame: *10/31, 18:00-24:00; 1/11, 00:00-01:00 (Halloween)*
Buy: *41,240*
Sell: *10,310*

Number: *124*
Name: *Spooky Chair* ☐
Icon: *HA, SM, DIR, ORA, SIT, DOLL*
Time Frame: *10/31, 18:00-24:00; 1/11, 00:00-01:00 (Halloween)*
Buy: *41,240*
Sell: *10,310*

Number: *125*
Name: *Spooky Bookcase* ☐
Icon: *HA, SM, DIR, ORA, DOLL*
Time Frame: *10/31, 18:00-24:00; 1/11, 00:00-01:00 (Halloween)*
Buy: *41,240*
Sell: *10,310*

Number: *126*
Name: *Spooky Sofa* ☐
Icon: *HA, ME, DIR, ORA, SIT, DOLL*
Time Frame: *10/31, 18:00-24:00; 1/11, 00:00-01:00 (Halloween)*
Buy: *41,240*
Sell: *10,310*

Number: *127*
Name: *Spooky Table* ☐
Icon: *HA, LA, NON-DIR, ORA, ARROW-ON*
Time Frame: *10/31, 18:00-24:00; 1/11, 00:00-01:00 (Halloween)*
Buy: *41,240*
Sell: *10,310*

Number: *128*
Name: *Spooky Clock* ☐
Icon: *HA, SM, DIR, ORA, DOLL*
Time Frame: *10/31, 18:00-24:00; 1/11, 00:00-01:00 (Halloween)*
Buy: *41,240*
Sell: *10,310*

Number: *129*
Name: *Spooky Lamp* ☐
Icon: *HA, SM, NON-DIR, ORA*
Time Frame: *10/31, 18:00-24:00; 1/11, 00:00-01:00 (Halloween)*
Buy: *41,240*
Sell: *10,310*

Number: *130*
Name: *Spooky Vanity* ☐
Icon: *HA, SM, DIR, ORA, DOLL*
Time Frame: *10/31, 18:00-24:00; 1/11, 00:00-01:00 (Halloween)*
Buy: *41,240*
Sell: *10,310*

Snowman Series

Number: *131*
Name: *Snowman Fridge* ☐
Icon: *SN, SM, DIR*
Time Frame: *12/25 (Live Snowman visit)*
Buy: *35,552*
Sell: *8,888*

Number: *132*
Name: *Snowman Table* ☐
Icon: *SN, LA, NON-DIR, ARROW-ON*
Time Frame: *12/25 (Live Snowman visit)*
Buy: *35,552*
Sell: *8,888*

Number: *133*
Name: *Snowman Bed* ☐
Icon: *SN, LA, NON-DIR, SIT*
Time Frame: *12/25 (Live Snowman visit)*
Buy: *35,552*
Sell: *8,888*

Number: *134*
Name: *Snowman Chair* ☐
Icon: *SN, SM, DIR, SIT*
Time Frame: *12/25 (Live Snowman visit)*
Buy: *35,552*
Sell: *8,888*

Number: *135*
Name: *Snowman Lamp* ☐
Icon: *SN, SM, NON-DIR*
Time Frame: *12/25 (Live Snowman visit)*
Buy: *35,552*
Sell: *8,888*

Number: *136*
Name: *Snowman Sofa* ☐
Icon: *SN, ME, DIR, SIT*
Time Frame: *12/25 (Live Snowman visit)*
Buy: *35,552*
Sell: *8,888*

Number: *137*
Name: *Snowman TV* ☐
Icon: *SN, SM, DIR*
Time Frame: *12/25 (Live Snowman visit)*
Buy: *35,552*
Sell: *8,888*

Number: *138*
Name: *Snowman Dresser* ☐
Icon: *SN, SM, DIR, ARROW-IN*
Time Frame: *12/25 (Live Snowman visit)*
Buy: *35,552*
Sell: *8,888*

Number: *139*
Name: *Snowman Wardrobe* ☐
Icon: *SN, SM, DIR, ARROW-IN*
Time Frame: *12/25 (Live Snowman visit)*
Buy: *35,552*
Sell: *8,888*

Number: *140*
Name: *Snowman Clock* ☐
Icon: *SN, SM, DIR*
Time Frame: *12/25 (Live Snowman visit)*
Buy: *35,552*
Sell: *8,888*

Harvest Series

Number: *141*
Name: *Harvest Lamp* ☐
Icon: *HA, SM, NON-DIR, ARROW-ON*
Time Frame: *During Harvest Festivities*
Buy: *13,332*
Sell: *3,333*

Number: *142*
Name: *Harvest Table* ☐
Icon: *HA, ME, NON-DIR, ARROW-ON*
Time Frame: *During Harvest Festivities*
Buy: *13,332*
Sell: *3,333*

Number: *143*
Name: *Harvest TV* ☐
Icon: *HA, SM, DIR*
Time Frame: *During Harvest Festivities*
Buy: *13,332*
Sell: *3,333*

Number: *144*
Name: *Harvest Bed* ☐
Icon: *HA, ME, NON-DIR, SIT*
Time Frame: *During Harvest Festivities*
Buy: *13,332*
Sell: *3,333*

Number: *145*
Name: *Harvest Chair* ☐
Icon: *HA, SM, DIR, SIT*
Time Frame: *During Harvest Festivities*
Buy: *13,332*
Sell: *3,333*

Number: *146*
Name: *Harvest Clock* ☐
Icon: *HA, SM, DIR*
Time Frame: *During Harvest Festivities*
Buy: *13,332*
Sell: *3,333*

Number: *147*
Name: *Harvest Sofa* ☐
Icon: *HA, ME, DIR*
Time Frame: *During Harvest Festivities*
Buy: *13,332*
Sell: *3,333*

Number: *148*
Name: *Harvest Bureau* ☐
Icon: *HA, SM, DIR, ARROW-IN*
Time Frame: *During Harvest Festivities*
Buy: *13,332*
Sell: *3,333*

Number: *149*
Name: *Harvest Dresser* ☐
Icon: *HA, ME, DIR, ARROW-IN*
Time Frame: *During Harvest Festivities*
Buy: *13,332*
Sell: *3,333*

Number: *150*
Name: *Harvest Mirror* ☐
Icon: *HA, SM, DIR*
Time Frame: *During Harvest Festivities*
Buy: *13,332*
Sell: *3,333*

Space Series

mop
teacher's desk
vaulting horse
asteroid
flying saucer
lunar lander
cow skull
3,200 Bells
92 / 231
top
bottom

Number: *151*
Name: *Lunar Lander* ☐
Icon: *B, LA, NON-DIR*
Time Frame: *None*
Buy: *3,200*
Sell: *800*

Number: *152*
Name: *Satellite* ☐
Icon: *C, ME, NON-DIR*
Time Frame: *None*
Buy: *2,600*
Sell: *650*

Number: *153*
Name: *Flying Saucer* ☐
Icon: *C, LA, NON-DIR*
Time Frame: *None*
Buy: *2,400*
Sell: *600*

Number: *154*
Name: *Rocket* ☐
Icon: *B, ME, NON-DIR*
Time Frame: *None*
Buy: *2,400*
Sell: *600*

Number: *155*
Name: *Spaceman Sam* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *2,800*
Sell: *700*

Number: *156*
Name: *Asteroid* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *157*
Name: *Lunar Rover* ☐
Icon: *A, ME, NON-DIR*
Time Frame: *None*
Buy: *2,560*
Sell: *640*

Number: *158*
Name: *Space Station* ☐
Icon: *B, LA, NON-DIR*
Time Frame: *None*
Buy: *2,800*
Sell: *700*

Number: *159*
Name: *Space Shuttle* ☐
Icon: *A, ME, NON-DIR*
Time Frame: *None*
Buy: *2,780*
Sell: *695*

Dry Landscape Series

saw horse
speed sign
traffic cone
wet roadway sign
tall lantern
garden stone
teacher's chair
1,900 Bells
80 / 231
top
bottom

Number: *160*
Name: *Garden Stone* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *1,900*
Sell: *475*

Number: *161*
Name: *Standing Stone* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *2,500*
Sell: *625*

Number: *162*
Name: *Mossy Stone* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *2,160*
Sell: *540*

Number: *163*
Name: *Leaning Stone* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *2,100*
Sell: *525*

Number: *164*
Name: *Dark Stone* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *2,200*
Sell: *550*

Number: *165*
Name: *Stone Couple* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *2,380*
Sell: *595*

Garden Series

ranch table
ranch tea table
ranch wardrobe
regal armoire
regal table
barbecue
bird feeder
1,760 Bells
48 / 231
top
bottom

Number: *166*
Name: *Low Lantern* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *2,100*
Sell: *525*

Number: *167*
Name: *Tall Lantern* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *1,980*
Sell: *495*

Number: *168*
Name: *Pond Lantern* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *1,980*
Sell: *495*

Number: *169*
Name: *Shrine Lantern* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,980*
Sell: *495*

Number: *170*
Name: *Deer Scare* ☐
Icon: *CR, SM, NON-DIR, GRE*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *1,800*
Sell: *450*

Number: *171*
Name: *Garden Pond* ☐
Icon: *TN, LA, NON-DIR, LUCK*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *2,580*
Sell: *645*

Number: *172*
Name: *Bug Zapper* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *173*
Name: *Bird Bath* ☐
Icon: *A, SM, NON-DIR, GREEN*
Time Frame: *None*
Buy: *1,450*
Sell: *362*

Number: *174*
Name: *Barbecue* ☐
Icon: *B, SM, NON-DIR, RED*
Time Frame: *None*
Buy: *1,760*
Sell: *440*

Number: *175*
Name: *Lawn Chair* ☐
Icon: *A, SM, DIR, SIT*
Time Frame: *None*
Buy: *1,180*
Sell: *295*

Number: *176*
Name: *Backyard Pool* ☐
Icon: *CR, LA, NON-DIR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *990*
Sell: *247*

Number: *177*
Name: *Tiki Torch* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *870*
Sell: *217*

Number: *178*
Name: *Bird House* ☐
Icon: *B, SM, DIR*
Time Frame: *None*
Buy: *1,620*
Sell: *405*

Number: *179*
Name: *Bird Feeder* ☐
Icon: *C, SM, DIR*
Time Frame: *None*
Buy: *1,260*
Sell: *315*

Number: *180*
Name: *Mr. Flamingo* ☐
Icon: *B, SM, NON-DIR, DOLL*
Time Frame: *None*
Buy: *1,530*
Sell: *382*

Number: *181*
Name: *Hammock* ☐
Icon: *C, ME, NON-DIR*
Time Frame: *None*
Buy: *1,320*
Sell: *330*

Number: *182*
Name: *Garden Gnome* ☐
Icon: *TN, SM, NON-DIR, DOLL, LUCK*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *3380*
Sell: *845*

Number: *183*
Name: *Mrs. Flamingo* ☐
Icon: *A, SM, NON-DIR, DOLL*
Time Frame: *None*
Buy: *1,530*
Sell: *382*

Number: *184*
Name: *Picnic Table* ☐
Icon: *C, LA, NON-DIR*
Time Frame: *None*
Buy: *1,390*
Sell: *347*

Number: *185*
Name: *Sprinkler* ☐
Icon: *C, SM, NON-DIR, YEL*
Time Frame: *None*
Buy: *1,640*
Sell: *410*

Number: *186*
Name: *Lawnmower* ☐
Icon: *CR, SM, NON-DIR, RED*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,760*
Sell: *690*

School Series

traffic cone
wet roadway sign
tall lantern
garden stone
teacher's chair
cubby hole
flip-top desk
2,200 Bells
82 / 231
top
bottom

Number: *187*
Name: *Folding Chair* ☐
Icon: *A, SM, DIR, SIT*
Time Frame: *None*
Buy: *600*
Sell: *150*

Number: *188*
Name: *Cubby Hole* ☐
Icon: *B, ME, DIR*
Time Frame: *None*
Buy: *2,200*
Sell: *550*

Number: *189*
Name: *Letter Cubby* ☐
Icon: *CR, ME, DIR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,300*
Sell: *575*

Number: *190*
Name: *Science Table* ☐
Icon: *C, ME, NON-DIR*
Time Frame: *None*
Buy: *1,900*
Sell: *475*

Number: *191*
Name: *Vaulting Horse* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *192*
Name: *Chalk Board* ☐
Icon: *C, ME, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Number: *193*
Name: *Mop* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *900*
Sell: *225*

Number: *194*
Name: *Lefty Desk* ☐
Icon: *A, SM, DIR, SIT*
Time Frame: *None*
Buy: *1,240*
Sell: *310*

Number: *195*
Name: *Righty Desk* ☐
Icon: *B, SM, DIR, SIT*
Time Frame: *None*
Buy: *1,240*
Sell: *310*

Number: *196*
Name: *School Desk* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *1,320*
Sell: *330*

Number: *197*
Name: *Teacher's Desk* ☐
Icon: *B, ME, NON-DIR*
Time Frame: *None*
Buy: *1,580*
Sell: *395*

Number: *198*
Name: *Hamster Cage* ☐
Icon: *TN, SM, NON-DIR, RED*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *2,290*
Sell: *572*

Number: *199*
Name: *Flip Top Desk* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,320*
Sell: *330*

Number: *200*
Name: *Teacher's Chair* ☐
Icon: *C, SM, DIR, SIT*
Time Frame: *None*
Buy: *1,440*
Sell: *360*

Construction Series

manhole cover
oil drum
orange cone
saw horse
speed sign
traffic cone
wet roadway sign
800 Bells
77 / 231
top
bottom

Number: *201*
Name: *Traffic Cone* ☐
Icon: *A, SM, NON-DIR, RED*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *202*
Name: *Orange Cone* ☐
Icon: *C, SM, NON-DIR, RED*
Time Frame: *None*
Buy: *600*
Sell: *150*

Number: *203*
Name: *Manhole Cover* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *1,000*
Sell: *250*

Number: *204*
Name: *Green Drum* ☐
Icon: *B, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *205*
Name: *Iron Frame* ☐
Icon: *C, ME, NON-DIR, RED*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *206*
Name: *Handcart* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *207*
Name: *Detour Arrow* ☐
Icon: *A, SM, NON-DIR, RED*
Time Frame: *None*
Buy: *600*
Sell: *150*

Number: *208*
Name: *Merge Sign* ☐
Icon: *A, SM, NON-DIR, ORA*
Time Frame: *None*
Buy: *850*
Sell: *212*

Number: *209*
Name: *Wet Roadway Sign* ☐
Icon: *B, SM, NON-DIR, ORA*
Time Frame: *None*
Buy: *850*
Sell: *212*

Number: *210*
Name: *Detour Sign* ☐
Icon: *B, SM, NON-DIR, ORA*
Time Frame: *None*
Buy: *850*
Sell: *212*

Number: *211*
Name: *Men at Work Sign* ☐
Icon: *C, SM, NON-DIR, ORA*
Time Frame: *None*
Buy: *850*
Sell: *212*

Number: *212*
Name: *Flagman Sign* ☐
Icon: *B, SM, NON-DIR, ORA*
Time Frame: *None*
Buy: *850*
Sell: *212*

Number: *213*
Name: *Jersey Barrier* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *1,050*
Sell: *262*

Number: *214*
Name: *Speed Sign* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *870*
Sell: *217*

Number: *215*
Name: *Hazmat Barrel* ☐
Icon: *C, SM, NON-DIR, RED*
Time Frame: *None*
Buy: *830*
Sell: *207*

Number: *216*
Name: *Saw Horse* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *900*
Sell: *225*

Number: *217*
Name: *Cement Mixer* ☐
Icon: *TN, SM, NON-DIR, ORA*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *1,600*
Sell: *400*

Number: *218*
Name: *Jackhammer* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *1,880*
Sell: *470*

Number: *219*
Name: *Steam Roller* ☐
Icon: *CR, ME, NON-DIR, YEL*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *4500*
Sell: *1125*

Number: *220*
Name: *Oil Drum* ☐
Icon: *A, SM, NON-DIR, ORA*
Time Frame: *None*
Buy: *840*
Sell: *210*

Western Series

vaulting horse
asteroid
flying saucer
lunar lander
cow skull
desert cactus
storefront
890 Bells
94 / 231
top
bottom

Number: *221*
Name: *Tumbleweed* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *520*
Sell: *130*

Number: *222*
Name: *Cow Skull* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,020*
Sell: *255*

Number: *223*
Name: *Saddle Fence* ☐
Icon: *CR, SM, NON-DIR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,180*
Sell: *545*

Number: *224*
Name: *Western Fence* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *880*
Sell: *220*

Number: *225*
Name: *Watering Trough* ☐
Icon: *B, ME, NON-DIR*
Time Frame: *None*
Buy: *1,100*
Sell: *275*

Number: *226*
Name: *Covered Wagon* ☐
Icon: *TN, ME, NON-DIR*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *3,800*
Sell: *950*

Number: *227*
Name: *Storefront* ☐
Icon: *C, ME, NON-DIR*
Time Frame: *None*
Buy: *3,680*
Sell: *920*

Number: *228*
Name: *Desert Cactus* ☐
Icon: *B, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *890*
Sell: *223*

Number: *229*
Name: *Wagon Wheel* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *1,230*
Sell: *308*

Number: *230*
Name: *Well* ☐
Icon: *CR, SM, NON-DIR*
Time Frame: *18:00-18:00 (Crazy Redd's visit)*
Buy: *2,700*
Sell: *675*

Pro-Wrestling Series

lawn chair
Mr. Flamingo
sprinkler
tiki torch
boxing barricade
ringside table
speed bag
1,320 Bells
57 / 231
top
bottom

Number: *231*
Name: *Boxing Barricade* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *1,050*
Sell: *263*

Number: *232*
Name: *Neutral Corner* ☐
Icon: *A, LA, NON-DIR*
Time Frame: *None*
Buy: *5,500*
Sell: *1,375*

Number: *233*
Name: *Red Corner* ☐
Icon: *CR, LA, NON-DIR, RED*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *6,800*
Sell: *1,700*

Number: *234*
Name: *Blue Corner* ☐
Icon: *TN, LA, NON-DIR*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *6,800*
Sell: *1,700*

Number: *235*
Name: *Boxing Mat* ☐
Icon: *C, ME, NON-DIR*
Time Frame: *None*
Buy: *1,180*
Sell: *295*

Number: *236*
Name: *Ringside Table* ☐
Icon: *A, ME, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,320*
Sell: *330*

Number: *237*
Name: *Speed Bag* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *2,990*
Sell: *748*

Number: *238*
Name: *Sandbag* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *3,190*
Sell: *798*

Number: *239*
Name: *Weight Bench* ☐
Icon: *C, ME, NON-DIR*
Time Frame: *None*
Buy: *3,590*
Sell: *898*

Number: *240*
Name: *Judge's Bell* ☐
Icon: *CR, SM, NON-DIR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *1,790*
Sell: *448*

Chess Series

black knight
black queen
black rook
white king
white pawn
white rook
detour arrow
2,800 Bells
66 / 231
top
bottom

Number: *241*
Name: *White Rook* ☐
Icon: *CR, SM, NON-DIR*
Time Frame: *18:00-18:00 (Crazy Redd's visit)*
Buy: *2,800*
Sell: *700*

Number: *242*
Name: *Black Rook* ☐
Icon: *CR, SM, NON-DIR*
Time Frame: *18:00-18:00 (Crazy Redd's visit)*
Buy: *2,800*
Sell: *700*

Number: *243*
Name: *White Queen* ☐
Icon: *TN, SM, NON-DIR*
Time Frame: *Tom Nook's Lottery (end of month)*
Buy: *23,200*
Sell: *5,800*

Number: *244*
Name: *Black Queen* ☐
Icon: *TN, SM, NON-DIR*
Time Frame: *Tom Nook's Lottery (end of month)*
Buy: *23,200*
Sell: *5,800*

Number: *245*
Name: *White Bishop* ☐
Icon: *CR, SM, NON-DIR*
Time Frame: *18:00-18:00 (Crazy Redd's visit)*
Buy: *2,800*
Sell: *700*

Number: *246*
Name: *Black Bishop* ☐
Icon: *CR, SM, NON-DIR*
Time Frame: *18:00-18:00 (Crazy Redd's visit)*
Buy: *2,800*
Sell: *700*

Number: *247*
Name: *White King* ☐
Icon: *TN, SM, NON-DIR*
Time Frame: *Tom Nook's Lottery (end of month)*
Buy: *23,200*
Sell: *5,800*

Number: *248*
Name: *Black King* ☐
Icon: *TN, SM, NON-DIR*
Time Frame: *Tom Nook's Lottery (end of month)*
Buy: *23,200*
Sell: *5,800*

Number: *249*
Name: *White Knight* ☐
Icon: *CR, SM, NON-DIR*
Time Frame: *18:00-18:00 (Crazy Redd's visit)*
Buy: *2,800*
Sell: *700*

Number: *250*
Name: *Black Knight* ☐
Icon: *CR, SM, NON-DIR*
Time Frame: *18:00-18:00 (Crazy Redd's visit)*
Buy: *2,800*
Sell: *700*

Number: *251*
Name: *White Pawn* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,000*
Sell: *250*

Number: *252*
Name: *Black Pawn* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,000*
Sell: *250*

Miscellaneous Furniture

apple clock
apple TV
Baby bear
Mama bear
Papa bear
mugho bonsai
cactus
1,800 Bells
104 / 231
top
bottom

round cactus
grapefruit table
lemon table
lime chair
daffodil table
daffodil chair
iris table
1,400 Bells
111 / 231
top
bottom

daffodil table
daffodil chair
iris table
tulip chair
tulip table
conga drum
Yoko figurine
1,600 Bells
115 / 231
top
bottom

tulip chair
tulip table
conga drum
Yoko figurine
Yuki figurine
rock guitar
Mario trophy
1,800 Bells
118 / 231
top
bottom

Yuki figurine
rock guitar
Mario trophy
melon chair
watermelon table
Master Sword
2,800 Bells
122 / 231
top
bottom

Number: *253*
Name: *Apple TV* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *254*
Name: *Apple Clock* ☐
Icon: *C, SM, DIR, DOLL*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *255*
Name: *Papa Bear* ☐
Icon: *A, LA, NON-DIR, DOLL*
Time Frame: *None*
Buy: *2,200*
Sell: *550*

Number: *256*
Name: *Mama Bear* ☐
Icon: *B, SM, NON-DIR, DOLL, ARROW-ON*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *257*
Name: *Baby Bear* ☐
Icon: *C, SM, NON-DIR, DOLL, ARROW-ON*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *258*
Name: *Pine Bonsai* ☐
Icon: *A, SM, NON-DIR, GRE, ARROW-ON*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *259*
Name: *Mugho Bonsai* ☐
Icon: *B, SM, NON-DIR, GRE, ARROW-ON*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *260*
Name: *Ponderosa Bonsai* ☐
Icon: *C, SM, NON-DIR, GRE, ARROW-ON*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *261*
Name: *Tall Cactus* ☐
Icon: *B, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,700*
Sell: *425*

Number: *262*
Name: *Round Cactus* ☐
Icon: *C, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,700*
Sell: *425*

Number: *263*
Name: *Cactus* ☐
Icon: *A, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,700*
Sell: *425*

Number: *264*
Name: *Orange Chair* ☐
Icon: *A, SM, NON-DIR, ORA, SIT*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *265*
Name: *Lime Chair* ☐
Icon: *A, SM, NON-DIR, GRE, SIT*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *266*
Name: *Lemon Table* ☐
Icon: *B, SM, NON-DIR, YEL, ARROW-ON*
Time Frame: *None*
Buy: *1,500*
Sell: *375*

Number: *267*
Name: *Grapefruit Table* ☐
Icon: *B, SM, NON-DIR, RED, ARROW-ON*
Time Frame: *None*
Buy: *1,500*
Sell: *375*

Number: *268*
Name: *Pear Wardrobe* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Number: *269*
Name: *Pear Dresser* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,600*
Sell: *800*

Number: *270*
Name: *Watermelon Chair* ☐
Icon: *A, SM, NON-DIR, SIT, RED*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *271*
Name: *Melon Chair* ☐
Icon: *B, SM, NON-DIR, SIT, YEL*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *272*
Name: *Watermelon Table* ☐
Icon: *C, LA, NON-DIR, ARROW-ON, RED*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *273*
Name: *Keiko Figurine* ☐
Icon: *A, SM, NON-DIR, DOLL*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *274*
Name: *Yuki Figurine* ☐
Icon: *B, SM, NON-DIR, DOLL*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *275*
Name: *Yoko Figurine* ☐
Icon: *B, SM, NON-DIR, DOLL*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *276*
Name: *Emi Figurine* ☐
Icon: *C, SM, NON-DIR, DOLL*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *277*
Name: *Maki Figurine* ☐
Icon: *C, SM, NON-DIR, DOLL*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *278*
Name: *Naomi Figurine* ☐
Icon: *A, SM, NON-DIR, DOLL*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *279*
Name: *Aiko Figurine* ☐
Icon: *CR, SM, NON-DIR, DOLL*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *800*
Sell: *200*

Number: *280*
Name: *Conga Drum* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *281*
Name: *Tinpano Drum* ☐
Icon: *CR, SM, NON-DIR, DOLL*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,100*
Sell: *200*

Number: *282*
Name: *Djimbe Drum* ☐
Icon: *C, SM, NON-DIR, DOLL*
Time Frame: *None*
Buy: *1,900*
Sell: *475*

Number: *283*
Name: *Froggy Chair* ☐
Icon: *B, SM, DIR, GRE, SIT*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *284*
Name: *Lily-pad Table* ☐
Icon: *A, SM, NON-DIR, GRE, ARROW-ON*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *285*
Name: *Folk Guitar* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *286*
Name: *Country Guitar* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *1,700*
Sell: *425*

Number: *287*
Name: *Rock Guitar* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *288*
Name: *Office Locker* ☐
Icon: *B, SM, DIR*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *289*
Name: *Office Desk* ☐
Icon: *C, ME, DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *290*
Name: *Office Chair* ☐
Icon: *A, SM, DIR, SIT*
Time Frame: *None*
Buy: *1,100*
Sell: *275*

Number: *291*
Name:
Nintendo Master Sword ☐
Icon: *B, SM, NON-DIR, DOLL, LUCK*
Time Frame: *None*
Buy: *2,800*
Sell: *700*

Number: *292*
Name: *Nintendo "N" Logo* ☐
Icon: *C, SM, NON-DIR, LUCK*
Time Frame: *None*
Buy: *2,400*
Sell: *600*

Number: *293*
Name: *Nintendo Arwing* ☐
Icon: *TN, LA, NON-DIR, LUCK*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *25,600*
Sell: *6,400*

Number: *294*
Name: *Nintendo "G" Logo* ☐
Icon: *A, SM, NON-DIR, LUCK, RED, ORA, YEL, GRE*
Time Frame: *None*
Buy: *2,500*
Sell: *625*

Number: *295*
Name: *Pine Table* ☐
Icon: *C, LA, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *2,280*
Sell: *570*

Number: *296*
Name: *Pine Table* ☐
Icon: *A, SM, NON-DIR, SIT*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *297*
Name: *Pine Table* ☐
Icon: *C, LA, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *2,280*
Sell: *570*

Number: *298*
Name: *Tulip Table* ☐
Icon: *A, SM, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,900*
Sell: *475*

Number: *299*
Name: *Tulip Chair* ☐
Icon: *A, SM, NON-DIR, SIT*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Number: *300*
Name: *Iris Table* ☐
Icon: *C, SM, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,900*
Sell: *475*

Number: *301*
Name: *Tulip Chair* ☐
Icon: *A, SM, NON-DIR, SIT*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Number: *302*
Name: *Daffodil Table* ☐
Icon: *B, SM, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,900*
Sell: *475*

Number: *303*
Name: *Tulip Chair* ☐
Icon: *C, SM, NON-DIR, SIT*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Number: *304*
Name: *Robo-Stereo* ☐
Icon: *TN, SM, DIR, DOLL, MUSIC*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *2,200*
Sell: *550*

Number: *305*
Name: *Robo-Clock* ☐
Icon: *CR, SM, DIR, DOLL*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *1,400*
Sell: *350*

Number: *306*
Name: *Violin* ☐
Icon: *A, SM, DIR*
Time Frame: *None*
Buy: *2,200*
Sell: *550*

Number: *307*
Name: *Bass* ☐
Icon: *CR, SM, DIR*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *2,400*
Sell: *600*

Number: *308*
Name: *Cello* ☐
Icon: *B, SM, DIR*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *309*
Name: *Writing Desk* ☐
Icon: *C, ME, DIR*
Time Frame: *None*
Buy: *1,900*
Sell: *475*

Number: *310*
Name: *Globe* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *311*
Name: *Writing Chair* ☐
Icon: *B, SM, DIR, SIT*
Time Frame: *None*
Buy: *1,000*
Sell: *250*

Number: *312*
Name: *Eagle Pole* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Number: *313*
Name: *Raven Pole* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Number: *314*
Name: *Bear Pole* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Number: *315*
Name: *Frog Woman Pole* ☐
Icon: *CR, SM, NON-DIR, LUCK*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *1,400*
Sell: *350*

Number: *316*
Name: *Blue Vase* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *2,500*
Sell: *625*

Number: *317*
Name: *Tea Vase* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *2,400*
Sell: *600*

Number: *318*
Name: *Red Vase* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *2,450*
Sell: *613*

Number: *319*
Name: *Soda Machine* ☐
Icon: *B, SM, DIR*
Time Frame: *None*
Buy: *1,700*
Sell: *425*

Number: *320*
Name: *Pop Machine* ☐
Icon: *TN, SM, DIR*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *3,250*
Sell: *913*

Number: *321*
Name: *Coffee Machine* ☐
Icon: *A, SM, DIR*
Time Frame: *None*
Buy: *2,100*
Sell: *525*

Number: *322*
Name: *Candy Machine* ☐
Icon: *C, SM, DIR*
Time Frame: *None*
Buy: *2,200*
Sell: *550*

Number: *323*
Name: *Luigi Trophy* ☐
Icon: *CR, SM, NON-DIR, DOLL, ARROW-ON, RED, GRE, ORA, YEL*
Time Frame: *18:00[EN]18:00 (Crazy Redd visit)*
Buy: *7,000*
Sell: *1,750*

Number: *324*
Name: *Mario Trophy* ☐
Icon: *TN, SM, NON-DIR, DOLL, ARROW-ON, RED, GRE, ORA, YEL*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *7,000*
Sell: *1,750*

Miscellaneous Single Items

orange box
pineapple bed
potbelly stove
radiator
rocking chair
refrigerator
mochi pestle
1,200 Bells
141 / 231
top
bottom

glass-top table
orange box
pineapple bed
potbelly stove
radiator
rocking chair
refrigerator
1,400 Bells
140 / 231
top
bottom

wobbelina
toilet
daffodil
sunflower
tanabata palm
retro TV
big festive tree
1,600 Bells
151 / 231
top
bottom

big festive tree
festive tree
green golf bag
white golf bag
Nook's portrait
cream sofa
red sofa
2,000 Bells
157 / 231
top
bottom

tanabata palm
retro TV
big festive tree
festive tree
green golf bag
white golf bag
Nook's portrait
1,600 Bells
155 / 231
top
bottom

Number: *325*
Name: *Dresser* ☐
Icon: *N/A, SM, DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,300*
Sell: *325*

Number: *326*
Name: *Tansu* ☐
Icon: *N/A, ME, DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *2,250*
Sell: *563*

Number: *327*
Name: *Sewing Box* ☐
Icon: *N/A, SM, DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,400*
Sell: *350*

Number: *328*
Name: *Fan* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *329*
Name: *Paper Lantern* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *800*
Sell: *200*

Number: *330*
Name: *Tea Table* ☐
Icon: *N/A, SM, NON-DIR, ARROW-ON*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,000*
Sell: *250*

Number: *331*
Name: *Shogi Board* ☐
Icon: *N/A, SM, NON-DIR, ORA*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,200*
Sell: *300*

Number: *332*
Name: *Screen* ☐
Icon: *N/A, ME, NON-DIR, ORA*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,650*
Sell: *413*

Number: *333*
Name: *Zabuton* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *540*
Sell: *135*

Number: *334*
Name: *Bus Stop* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *850*
Sell: *213*

Number: *335*
Name: *Refrigerator* ☐
Icon: *A, SM, DIR*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *336*
Name: *Chest* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,400*
Sell: *350*

Number: *337*
Name: *Rack* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,400*
Sell: *350*

Number: *338*
Name: *Red Sofa* ☐
Icon: *C, ME, NON-DIR, RED, SIT*
Time Frame: *None*
Buy: *2,050*
Sell: *513*

Number: *339*
Name: *Red Armchair* ☐
Icon: *A, SM, NON-DIR, RED, SIT*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *340*
Name: *Hibachi* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,200*
Sell: *300*

Number: *341*
Name: *Stove* ☐
Icon: *B, SM, DIR*
Time Frame: *None*
Buy: *1,980*
Sell: *495*

Number: *342*
Name: *Cream Sofa* ☐
Icon: *B, ME, NON-DIR, SIT*
Time Frame: *None*
Buy: *2,000*
Sell: *500*

Number: *343*
Name: *Tea Tansu* ☐
Icon: *N/A, ME, DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,600*
Sell: *400*

Number: 344
Name: Pink Kotatsu ☐
Icon: N/A, SM, NON-DIR, ARROW-ON
Time Frame: Dummy item, or item won in competition
Buy: 1,600
Sell: 400

Number: 345
Name: Blue Kotatsu ☐
Icon: N/A, SM, NON-DIR, ARROW-ON
Time Frame: Dummy item, or item won in competition
Buy: 1,600
Sell: 400

Number: 346
Name: Hinaningyo ☐
Icon: CR, LA, NON-DIR, LUCK, GRE, RED, ORA, YEL
Time Frame: 18:00-18:00 (Crazy Redd visit)
Buy: 2,560
Sell: 640

Number: 347
Name: Rocking Chair ☐
Icon: A, SM, DIR, SIT
Time Frame: None
Buy: 1,400
Sell: 350

Number: 348
Name: Retro TV ☐
Icon: B, SM, NON-DIR
Time Frame: None
Buy: 1,600
Sell: 400

Number: 349
Name: Taiko Drum ☐
Icon: C, SM, NON-DIR
Time Frame: None
Buy: 1,300
Sell: 325

Number: 350
Name: Space Heater ☐
Icon: A, SM, NON-DIR
Time Frame: None
Buy: 1,700
Sell: 425

Number: 351
Name: Retro Stereo ☐
Icon: C, ME, DIR, MUSIC
Time Frame: None
Buy: 2,160
Sell: 513

Number: 352
Name: Ivory Piano ☐
Icon: TN, LA, NON-DIR, LUCK
Time Frame: Tom Nook Lottery (end of month)
Buy: 3,500
Sell: 875

Number: 353
Name: Green Golf Bag ☐
Icon: A, SM, NON-DIR
Time Frame: None
Buy: 1,600
Sell: 400

Number: 354
Name: White Golf Bag ☐
Icon: B, SM, NON-DIR
Time Frame: None
Buy: 1,600
Sell: 400

Number: 355
Name: Blue Golf Bag ☐
Icon: C, SM, NON-DIR
Time Frame: None
Buy: 1,600
Sell: 400

Number: 356
Name: Computer ☐
Icon: CR, SM, DIR
Time Frame: 18:00-18:00 (Crazy Redd visit)
Buy: 1,820
Sell: 455

Number: 357
Name: Vibraphone ☐
Icon: A, ME, NON-DIR
Time Frame: None
Buy: 1,900
Sell: 475

Number: 358
Name: Biwa Lute ☐
Icon: B, SM, NON-DIR
Time Frame: None
Buy: 1,800
Sell: 400

Number: 359
Name: Extinguisher ☐
Icon: B, SM, NON-DIR
Time Frame: None
Buy: 1,300
Sell: 325

Number: 360
Name: Ruby Econo Chair ☐
Icon: A, SM, DIR, ORA, SIT
Time Frame: None
Buy: 800
Sell: 200

Number: 361
Name: Gold Econo Chair ☐
Icon: B, SM, DIR, YEL, SIT
Time Frame: None
Buy: 800
Sell: 200

Number: 362
Name: Jade Econo Chair ☐
Icon: C, SM, DIR, GRE, SIT
Time Frame: None
Buy: 800
Sell: 200

Number: 363
Name: Gold Stereo ☐
Icon: B, ME, DIR, MUSIC
Time Frame: None
Buy: 2,640
Sell: 660

Number: 364
Name: Birdcage ☐
Icon: B, SM, NON-DIR, RED
Time Frame: None
Buy: 1,700
Sell: 425

Number: 365
Name: Nice Speaker ☐
Icon: N/A, SM, DIR
Time Frame: Dummy item, or item won in competition
Buy: 1,300
Sell: 325

Number: 366
Name: Birthday Cake ☐
Icon: BIRTH, SM, NON-DIR, LUCK
Time Frame: Present on Bbirthday
Buy: 0
Sell: 0

Number: 367
Name: School Desk ☐
Icon: N/A, SM, NON-DIR, ARROW-ON
Time Frame: Dummy item, or item won in competition
Buy: 1,200
Sell: 300

Number: 368
Name: Graffiti Desk ☐
Icon: N/A, SM, NON-DIR, ARROW-ON
Time Frame: Dummy item, or item won in competition
Buy: 1,200
Sell: 300

Number: 369
Name: Towel Desk ☐
Icon: N/A, SM, NON-DIR, ARROW-ON
Time Frame: Dummy item, or item won in competition
Buy: 1,200
Sell: 300

Number: 370
Name: Widescreen TV ☐
Icon: CR, ME, DIR
Time Frame: 18:00-18:00 (Crazy Redd visit)
Buy: 2,200
Sell: 200

Number: 371
Name: Kadomatsu ☐
Icon: N/A, SM, NON-DIR, DOLL, GRE, RED, ORA, YEL
Time Frame: Dummy item, or item won in competition
Buy: 2,580
Sell: 645

Number: 372
Name: Kagamimochi ☐
Icon: N/A, SM, NON-DIR, ARROW-ON, DOLL, GRE, RED, ORA, YEL
Time Frame: Dummy item, or item won in competition
Buy: 1,800
Sell: 450

Number: 373
Name: Heavy Chair ☐
Icon: N/A, SM, DIR, SIT
Time Frame: Dummy item, or item won in competition
Buy: 1,200
Sell: 300

Number: 374
Name: School Chair ☐
Icon: N/A, SM, DIR, SIT
Time Frame: Dummy item, or item won in competition
Buy: 800
Sell: 200

Number: 375
Name: Towel Chair ☐
Icon: N/A, SM, DIR, SIT
Time Frame: Dummy item, or item won in competition
Buy: 1,200
Sell: 300

Number: 376
Name: Stepstool ☐
Icon: N/A, LA, DIR
Time Frame: Dummy item, or item won in competition
Buy: 1,800
Sell: 450

Number: 377
Name: Barrel ☐
Icon: B, SM, NON-DIR
Time Frame: None
Buy: 800
Sell: 200

Number: 378
Name: Keg ☐
Icon: C, SM, NON-DIR
Time Frame: None
Buy: 800
Sell: 200

Number: 379
Name: Glass top Table ☐
Icon: B, ME, NON-DIR, ARROW-ON
Time Frame: None
Buy: 2,200
Sell: 550

Number: 380
Name: Alarm Clock ☐
Icon: B, SM, NON-DIR
Time Frame: None
Buy: 1,000
Sell: 250

Number: 381
Name: Elephant Slide ☐
Icon: C, ME, NON-DIR
Time Frame: None
Buy: 1,200
Sell: 300

Number: 382
Name: Toilet ☐
Icon: C, SM, DIR, SIT
Time Frame: None
Buy: 1,800
Sell: 450

Number: *383*
Name: *Super Toilet* ☐
Icon: *CR, SM, DIR, SIT*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *1,980*
Sell: *495*

Number: *384*
Name: *Sewing Machine* ☐
Icon: *A, ME, NON-DIR*
Time Frame: *None*
Buy: *1,350*
Sell: *338*

Number: *385*
Name: *Billiard Table* ☐
Icon: *C, ME, NON-DIR*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *386*
Name: *Pineapple Bed* ☐
Icon: *A, ME, NON-DIR*
Time Frame: *None*
Buy: *1,990*
Sell: *498*

Number: *387*
Name: *Unused Dresser* ☐
Icon: *N/A, SM, NON-DIR, LUCK*
Time Frame: *Dummy item, or item won in competition*
Buy: *0*
Sell: *0*

Number: *388*
Name: *Table Tennis* ☐
Icon: *B, ME, NON-DIR*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *389*
Name: *Harp* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *1,700*
Sell: *425*

Number: *390*
Name: *Train Set* ☐
Icon: *C, LA, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *391*
Name: *Water Bird* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Number: *392*
Name: *Wobbelina* ☐
Icon: *A, SM, NON-DIR, DOLL, ARROW-ON*
Time Frame: *None*
Buy: *700*
Sell: *175*

Number: *393*
Name: *Unused Monkey* ☐
Icon: *N/A, SM, DIR, ARROW-ON, DOLL*
Time Frame: *Dummy item, or item won in competition*
Buy: *700*
Sell: *175*

Number: *394*
Name: *Slot Machine* ☐
Icon: *B, SM, DIR*
Time Frame: *None*
Buy: *777*
Sell: *194*

Number: *395*
Name: *Caladium* ☐
Icon: *A, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *396*
Name: *Lady Palm* ☐
Icon: *A, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *397*
Name: *Modern Den Chair* ☐
Icon: *N/A, SM, DIR, SIT*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,980*
Sell: *495*

Number: *398*
Name: *Aloe* ☐
Icon: *B, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *399*
Name: *Bromeliaceae* ☐
Icon: *B, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *400*
Name: *Coconut Palm* ☐
Icon: *B, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *401*
Name: *Snake Plant* ☐
Icon: *A, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *402*
Name: *Dracaena* ☐
Icon: *TN, SM, NON-DIR, LUCK, GRE, RED, ORA, YEL*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *2,000*
Sell: *500*

Number: *403*
Name: *Rubber Tree* ☐
Icon: *B, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *404*
Name: *Pothos* ☐
Icon: *A, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *405*
Name: *Fan Palm* ☐
Icon: *C, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *406*
Name: *Weeping Fig* ☐
Icon: *C, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *407*
Name: *Corn Plant* ☐
Icon: *C, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *408*
Name: *Croton* ☐
Icon: *C, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *409*
Name: *Pachira* ☐
Icon: *C, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *410*
Name: *Metronome* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *1,000*
Sell: *250*

Number: *411*
Name: *Barber's Pole* ☐
Icon: *C, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *412*
Name: *Plum Bonsai* ☐
Icon: *TN, SM, NON-DIR, RED*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *1,900*
Sell: *475*

Number: *413*
Name: *Giant Dharma* ☐
Icon: *N/A, SM, NON-DIR, ARROW-ON, DOLL, RED*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,600*
Sell: *400*

Number: *414*
Name: *Dharma* ☐
Icon: *N/A, SM, NON-DIR, ARROW-ON, DOLL, RED*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,200*
Sell: *300*

Number: *415*
Name: *Mini Dharma* ☐
Icon: *N/A, SM, NON-DIR, ARROW-ON, DOLL, RED*
Time Frame: *Dummy item, or item won in competition*
Buy: *800*
Sell: *200*

Number: *416*
Name: *Quince Bonsai* ☐
Icon: *A, SM, NON-DIR, RED*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *417*
Name: *Azalea Bonsai* ☐
Icon: *B, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,500*
Sell: *375*

Number: *418*
Name: *Jasmine Bonsai* ☐
Icon: *A, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,700*
Sell: *425*

Number: *419*
Name: *Executive Toy* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *1,100*
Sell: *275*

Number: *420*
Name: *Striped Cone* ☐
Icon: *N/A, SM, NON-DIR, YEL*
Time Frame: *Dummy item, or item won in competition*
Buy: *800*
Sell: *200*

Number: *421*
Name: *Cola Machine* ☐
Icon: *N/A, SM, DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,700*
Sell: *425*

Number: *422*
Name: *Maple Bonsai* ☐
Icon: *C, SM, NON-DIR, ORA*
Time Frame: *None*
Buy: *1,700*
Sell: *425*

Number: *423*
Name: *Hawthorne Bonsai* ☐
Icon: *C, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *424*
Name: *Holly Bonsai* ☐
Icon: *B, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *425*
Name: *Barricade* ☐
Icon: *N/A, SM, NON-DIR, YEL*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,200*
Sell: *300*

Number: *426*
Name: *Fence* ☐
Icon: *N/A, ME, NON-DIR, YEL*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,200*
Sell: *300*

Number: *427*
Name: *Plastic Fence* ☐
Icon: *N/A, ME, NON-DIR, YEL*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,400*
Sell: *350*

Number: *428*
Name: *Fence and Sign* ☐
Icon: *N/A, ME, NON-DIR, YEL*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,400*
Sell: *350*

Number: *429*
Name: *Brown Drum* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *800*
Sell: *200*

Number: *430*
Name: *Red Drum* ☐
Icon: *N/A, SM, NON-DIR, RED*
Time Frame: *Dummy item, or item won in competition*
Buy: *800*
Sell: *200*

Number: *431*
Name: *Juice Machine* ☐
Icon: *N/A, SM, DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,700*
Sell: *425*

Number: *432*
Name: *Trash Can* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,400*
Sell: *350*

Number: *433*
Name: *Garbage Pail* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,100*
Sell: *275*

Number: *434*
Name: *Robotic Flagman* ☐
Icon: *N/A, SM, NON-DIR, YEL*
Time Frame: *Dummy item, or item won in competition*
Buy: *2,300*
Sell: *575*

Number: *435*
Name: *Garbage Can* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *500*
Sell: *125*

Number: *436*
Name: *Trash Bin* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *500*
Sell: *125*

Number: *437*
Name: *Ebony Piano* ☐
Icon: *CR, LA, NON-DIR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *3,800*
Sell: *950*

Number: *438*
Name: *Zen Basin* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,840*
Sell: *460*

Number: *439*
Name: *Wash Basin* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,840*
Sell: *460*

Number: *440*
Name: *Warning Sign* ☐
Icon: *N/A, ME, NON-DIR, YEL*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,800*
Sell: *450*

Number: *441*
Name: *Jack-o-Lantern* ☐
Icon: *HA, SM, NON-DIR, ORA, DOLL, ARROW-ON*
Time Frame: *Halloween Present (year 2)*
Buy: *0*
Sell: *0*

Number: *442*
Name: *Jack-in-the-Box* ☐
Icon: *HA, SM, NON-DIR, ORA, DOLL, ARROW-ON*
Time Frame: *Halloween (year 2)*
Buy: *4,124*
Sell: *1,031*

Number: *443*
Name: *Route Sign* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,400*
Sell: *350*

Number: *444*
Name: *Men Working Sign* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *800*
Sell: *200*

Number: *445*
Name: *Caution Sign* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,600*
Sell: *400*

Number: *446*
Name: *Temple Basin* ☐
Icon: *N/A, ME, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,980*
Sell: *495*

Number: *447*
Name: *Unused Chair* ☐
Icon: *N/A, SM, DIR, LUCK, DOLL, ARROW-ON, SIT*
Time Frame: *Dummy item, or item won in competition*
Buy: *0*
Sell: *0*

Number: *448*
Name: *Bucket* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *600*
Sell: *150*

Number: *449*
Name: *Scale* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *450*
Name: *Faucet* ☐
Icon: *N/A, ME, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *2,880*
Sell: *720*

Number: *451*
Name: *Spa Chair* ☐
Icon: *N/A, ME, NON-DIR, SIT*
Time Frame: *Dummy item, or item won in competition*
Buy: *600*
Sell: *150*

Number: *452*
Name: *Massage Chair* ☐
Icon: *N/A, SM, DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,600*
Sell: *400*

Number: *453*
Name: *Bath Mat* ☐
Icon: *N/A, ME, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *600*
Sell: *150*

Number: *454*
Name: *Spa Tub* ☐
Icon: *N/A, LA, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *2,340*
Sell: *585*

Number: *455*
Name: *Mochi Pestle* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Number: *456*
Name: *Clerk's Booth* ☐
Icon: *N/A, SM, DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *2,200*
Sell: *550*

Number: *457*
Name: *Spa Screen* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,500*
Sell: *375*

Number: *458*
Name: *Bath Locker* ☐
Icon: *N/A, ME, DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *2,000*
Sell: *500*

Number: *459*
Name: *Milk Fridge* ☐
Icon: *N/A, SM, DIR, LUCK*
Time Frame: *Dummy item, or item won in competition*
Buy: *2,000*
Sell: *500*

Number: *460*
Name: *Tea Set* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *300*
Sell: *75*

Number: *461*
Name: *Nook's Portrait* ☐
Icon: *TN, SM, NON-DIR*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *480*
Sell: *120*

Number: *462*
Name: *Gerbera* ☐
Icon: *A, SM, NON-DIR, ORA*
Time Frame: *None*
Buy: *780*
Sell: *195*

Number: *463*
Name: *Sunflower* ☐
Icon: *B, SM, NON-DIR, YEL*
Time Frame: *None*
Buy: *980*
Sell: *245*

Number: *464*
Name: *Daffodil* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *680*
Sell: *170*

Number: *465*
Name: *Chu Chu Land D (NES console and game)* ☐
Icon: *CR, SM, NON-DIR, LUCK, ARROW-ON, RED*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *3,000*
Sell: *750*

Number: *466*
Name: *Balloon Fight (NES console and game)* ☐
Icon: *CR, SM, NON-DIR, LUCK, ARROW-ON*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *3,000*
Sell: *750*

Number: *467*
Name: *Donkey Kong (NES console and game)* ☐
Icon: *TN, SM, NON-DIR, LUCK, ARROW-ON, RED*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *3,000*
Sell: *750*

Number: *468*
Name: *DK Jr. Math (NES console and game)* ☐
Icon: *TN, SM, NON-DIR, LUCK, ARROW-ON*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *3,000*
Sell: *750*

Number: *469*
Name:
Pinball (NES console and game) ☐
Icon: *CR, SM, NON-DIR, LUCK, ARROW-ON, YEL*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *3,000*
Sell: *750*

Number: *470*
Name: *Tennis (NES console and game)* ☐
Icon: *TN, SM, NON-DIR, LUCK, ARROW-ON*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *3,000*
Sell: *750*

Number: *471*
Name: *Golf (NES console and game)* ☐
Icon: *CR, SM, NON-DIR, LUCK, ARROW-ON*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *3,000*
Sell: *750*

Number: *472*
Name: *Punchout (NES console and game)* ☐
Icon: *??, SM, NON-DIR LUCK, ARROW-ON*
Time Frame: *Unknown*
Buy: *3,000*
Sell: *750*

Number: *473*
Name: *Baseball (NES console and game)* ☐
Icon: *TI, SM, NON-DIR, LUCK, ARROW-ON, YEL*
Time Frame: *Tropical Island item*
Buy: *3,000*
Sell: *750*

Number: *474*
Name: *Chu Chu Land D (NES console and game)* ☐
Icon: *??, SM, NON-DIR, LUCK, ARROW-ON*
Time Frame: *Unknown*
Buy: *3,000*
Sell: *750*

Number: *475*
Name: *Donkey Kong 3 (NES console and game)* ☐
Icon: *??, SM, NON-DIR, LUCK, ARROW-ON, RED*
Time Frame: *Unknown*
Buy: *3,000*
Sell: *750*

Number: *476*
Name: *Donkey Kong Jr. (NES console and game)* ☐
Icon: *??, SM, NON-DIR, LUCK, ARROW-ON*
Time Frame: *Unknown*
Buy: *3,000*
Sell: *750*

Number: *477*
Name: *Soccer (NES console and game)* ☐
Icon: *??, SM, NON-DIR, LUCK, ARROW-ON*
Time Frame: *Unknown*
Buy: *3,000*
Sell: *750*

Number: *478*
Name: *Excitebike (NES console and game)* ☐
Icon: *TN, SM, NON-DIR, LUCK, ARROW-ON*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *3,000*
Sell: *750*

Number: *479*
Name: *Wario's Woods (NES console and game)* ☐
Icon: *TI, SM, NON-DIR, LUCK, ARROW-ON, YEL*
Time Frame: *Tropical Island item*
Buy: *3,000*
Sell: *750*

Number: *480*
Name: *NES Console* ☐
Icon: *CR, SM, NON-DIR, LUCK, ARROW-ON, YEL*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *3,000*
Sell: *750*

Number: *481*
Name: *Phonograph* ☐
Icon: *A, SM, DIR, MUSIC, ARROW-ON*
Time Frame: *None*
Buy: *1,840*
Sell: *460*

Number: *482*
Name: *Turntable* ☐
Icon: *CR, SM, DIR, MUSIC*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,580*
Sell: *645*

Number: *483*
Name: *Juke Box* ☐
Icon: *TN, SM, DIR, MUSIC*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *3,850*
Sell: *460*

Number: *484*
Name: *Red Boom Box* ☐
Icon: *C, SM, DIR, MUSIC, ARROW-ON, RED*
Time Frame: *None*
Buy: *1,500*
Sell: *375*

Number: *485*
Name: *White Boom Box* ☐
Icon: *B, SM, DIR, MUSIC, ARROW-ON*
Time Frame: *None*
Buy: *1,500*
Sell: *375*

Number: *486*
Name: *High-End Stereo* ☐
Icon: *CR, ME, DIR, MUSIC*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,750*
Sell: *375*

Number: *487*
Name: *Hi-Fi Stereo* ☐
Icon: *TN, ME, DIR, MUSIC*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *24,000*
Sell: *6,000*

Number: *488*
Name: *Lovely Stereo* ☐
Icon: *CR, ME, DIR, MUSIC*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *1,980*
Sell: *495*

Number: *489*
Name: *Dice Stereo* ☐
Icon: *CR, ME, DIR, MUSIC, DOLL*
Time Frame: *18:00-18:00 (Crazy Redd visit)*
Buy: *2,150*
Sell: *538*

Number: *490*
Name: *Kitschy Clock* ☐
Icon: *A, SM, DIR*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *491*
Name: *Antique Clock* ☐
Icon: *A, SM, DIR*
Time Frame: *None*
Buy: *2,350*
Sell: *588*

Number: *492*
Name: *Reel-to-Reel* ☐
Icon: *C, SM, DIR, MUSIC, ARROW-ON*
Time Frame: *None*
Buy: *1,600: 2,000*
Sell: *500*

Number: *493*
Name: *Tape Deck* ☐
Icon: *A, SM, DIR, MUSIC, ARROW-ON*
Time Frame: *None*
Buy: *700*
Sell: *175*

Number: *494*
Name: *CD Player* ☐
Icon: *B, SM, DIR. MUSIC, ARROW-ON*
Time Frame: *None*
Buy: *1,600*
Sell: *400*

Number: *495*
Name: *Green Clock* ☐
Icon: *B, SM, DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,500*
Sell: *375*

Number: *496*
Name: *Odd Clock* ☐
Icon: *B, SM, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,800*
Sell: *450*

Number: *497*
Name: *Red Clock* ☐
Icon: *C, SM, DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *498*
Name: *Cube Clock* ☐
Icon: *B, SM, DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,100*
Sell: *275*

Number: *499*
Name: *Owl Clock* ☐
Icon: *A, SM, DIR, ARROW-ON*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *500*
Name: *Lucky Cat* ☐
Icon: *N/A, SM, DIR, LUCK, DOLL, ARROW-ON GRE, RED, ORA, YEL*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,700*
Sell: *425*

Number: *501*
Name: *Lucky Black Cat* ☐
Icon: *N/A, SM, DIR, LUCK, ARROW-ON, GRE, RED, ORA, YEL*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,700*
Sell: *425*

Number: *502*
Name: *Samurai Suit* ☐
Icon: *TN, SM, DIR, DOLL, LUCK, RED, GRE, ORA, YEL*
Time Frame: *Tom Nook Lottery (end of month)*
Buy: *4,500*
Sell: *1125*

Number: *503*
Name: *Raccoon Object* ☐
Icon: *N/A, SM, NON-DIR, LUCK, ARROW-ON, DOLL, GRE, RED, ORA, YEL*
Time Frame: *Dummy item, or item won in competition*
Buy: *2,000*
Sell: *500*

Number: *504*
Name: *Lucky Frog* ☐
Icon: *N/A, SM, NON-DIR, LUCK, GRE, RED, ORA, YEL*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,350*
Sell: *338*

Number: *505*
Name: *Big Festive Tree* ☐
Icon: *TNS, LA, NON-DIR, LUCK, GRE, RED, ORA, YEL*
Time Frame: *Tom Nook (December)*
Buy: *2,480*
Sell: *620*

Number: *506*
Name: *Festive Tree* ☐
Icon: *TNS, SM, NON-DIR, LUCK, GRE, RED, ORA, YEL*
Time Frame: *Tom Nook (December)*
Buy: *1,300*
Sell: *325*

Number: *507*
Name: *Alcove* ☐
Icon: *N/A, ME, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *2,500*
Sell: *625*

Number: *508*
Name: *Hearth* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,600*
Sell: *400*

Number: *509*
Name: *Shogi Piece* ☐
Icon: *GU, SM, DIR, ARROW-ON*
Time Frame: *Prize from Gulliver*
Buy: *5,000*
Sell: *1250*

Number: *510*
Name: *Tribal Mask* ☐
Icon: *GU, SM, DIR, DOLL*
Time Frame: *Prize from Gulliver*
Buy: *4,400*
Sell: *1,100*

Number: *511*
Name: *Matryoshka* ☐
Icon: *GU, ME, DIR, DOLL*
Time Frame: *Prize from Gulliver*
Buy: *3,920*
Sell: *980*

Number: *512*
Name: *Tiger Bobblehead* ☐
Icon: *GU, SM, NON-DIR, ARROW-ON*
Time Frame: *Prize from Gulliver*
Buy: *2,320*
Sell: *580*

Number: *513*
Name: *Moai Statue* ☐
Icon: *GU, SM, NON-DIR*
Time Frame: *Prize from Gulliver*
Buy: *7,600*
Sell: *1,900*

Number: *514*
Name: *Fishing Bear* ☐
Icon: *GU, SM, DIR*
Time Frame: *Prize from Gulliver*
Buy: *2,720*
Sell: *680*

Number: *515*
Name: *Mouth of Truth* ☐
Icon: *GU, ME, DIR, DOLL*
Time Frame: *Prize from Gulliver*
Buy: *7,600*
Sell: *1,900*

Number: *516*
Name: *Chinese Lioness* ☐
Icon: *GU, SM, DIR, DOLL*
Time Frame: *Prize from Gulliver*
Buy: *7,200*
Sell: *1,800*

Number: *517*
Name: *Tower of Pisa* ☐
Icon: *GU, SM, NON-DIR*
Time Frame: *Prize from Gulliver*
Buy: *9,200*
Sell: *2,300*

Number: *518*
Name: *Merlion* ☐
Icon: *GU, SM, DIR, DOLL*
Time Frame: *Prize from Gulliver*
Buy: *9,200*
Sell: *2,300*

Number: *519*
Name: *Manekin Pis* ☐
Icon: *GU, SM, DIR, DOLL*
Time Frame: *Prize from Gulliver*
Buy: *5,200*
Sell: *1,300*

Number: *520*
Name: *Toyko Tower* ☐
Icon: *GU, SM, DIR*
Time Frame: *Prize from Gulliver*
Buy: *4,600*
Sell: *1,150*

Number: *521*
Name: *Lady Liberty* ☐
Icon: *GU, SM, DIR, DOLL*
Time Frame: *Prize from Gulliver*
Buy: *9,200*
Sell: *2,300*

Number: *522*
Name: *Arc de Triomphe* ☐
Icon: *GU, SM, NON-DIR*
Time Frame: *Prize from Gulliver*
Buy: *9,200*
Sell: *2,300*

Number: *523*
Name: *Stone Coin* ☐
Icon: *GU, ME, NON-DIR*
Time Frame: *Prize from Gulliver*
Buy: *5,600*
Sell: *1,400*

Number: *524*
Name: *Mermaid Statue* ☐
Icon: *GU, ME, DIR, DOLL*
Time Frame: *Prize from Gulliver*
Buy: *7,600*
Sell: *1,900*

Number: *525*
Name: *Plate Armor* ☐
Icon: *GU, SM, DIR*
Time Frame: *Prize from Gulliver*
Buy: *7,400*
Sell: *1,850*

Number: *526*
Name: *Chinese Lion* ☐
Icon: *GU, SM, DIR, DOLL*
Time Frame: *Prize from Gulliver*
Buy: *4,800*
Sell: *1,200*

Number: *527*
Name: *Compass* ☐
Icon: *GU, SM, NON-DIR, ARROW-ON*
Time Frame: *Prize from Gulliver*
Buy: *1,280*
Sell: *320*

Number: *528*
Name: *Chocolates* ☐
Icon: *TO, SM, NON-DIR*
Time Frame: *Prize from Tortimer*
Buy: *2,720*
Sell: *680*

Number: 529
Name: Bottled Ship ☐
Icon: TO, SM, NON-DIR, ARROW-ON
Time Frame: Prize from Tortimer
Buy: 3,360
Sell: 840

Number: 530
Name: Aerobics Radio ☐
Icon: TO, SM, NON-DIR, LUCK, ARROW-ON
Time Frame: Prize from Tortimer
Buy: 24,000
Sell: 6,000

Number: 531
Name: Chocolates ☐
Icon: TO, SM, NON-DIR
Time Frame: Prize from Tortimer
Buy: 2,720
Sell: 680

Number: 532
Name: Post Box ☐
Icon: PO, SM, DIR, LUCK, RED
Time Frame: Post Office Award Itemitem
Buy: 4,000
Sell: 1,000

Number: 533
Name: Tissues ☐
Icon: PO, SM, DIR, LUCK, RED, GRE, ORA, YEL
Time Frame: Post Office Award Itemitem
Buy: 1,280
Sell: 320

Number: 534
Name: Piggy Bank ☐
Icon: PO, SM, DIR, LUCK, RED, GRE, ORA, YEL
Time Frame: Post Office Award Itemitem
Buy: 4,480
Sell: 1,120

Number: 535
Name: Post Office Model ☐
Icon: PO, SM, NON-DIR, LUCK, RED, GRE, ORA, YEL
Time Frame: Post Office Award Itemitem
Buy: 64,000
Sell: 16,000

Number: 536
Name: House Model ☐
Icon: ??, SM, NON-DIR, LUCK, RED, GRE, ORA, YEL
Time Frame: Unknown
Buy: 36,000
Sell: 9,000

Number: 537
Name: Manor Model ☐
Icon: ??, SM, NON-DIR, LUCK, RED, GRE, ORA, YEL
Time Frame: Unknown
Buy: 64,000
Sell: 18,000

Number: 538
Name: Police Model ☐
Icon: TO, SM, NON-DIR
Time Frame: Prize from Tortimer
Buy: 46,000
Sell: 11,500

Number: 539
Name: Museum Model ☐
Icon: MU, ME, NON-DIR
Time Frame: Prize from Museum once exhibits complete
Buy: 48,000
Sell: 12,000

Number: 540
Name: Lovely Phone ☐
Icon: TO, SM, DIR, LUCK
Time Frame: Prize from Tortimer
Buy: 10,400
Sell: 2,600

Number: 541
Name: Market Model ☐
Icon: TO, SM, NON-DIR, GRE
Time Frame: Prize from Tortimer
Buy: 40,000
Sell: 10,000

Number: 542
Name: Katrina's Tent Model ☐
Icon: TO, SM, NON-DIR
Time Frame: Prize from Tortimer
Buy: 40,000
Sell: 10,000

Number: 543
Name: Tanabata Palm ☐
Icon: CR, SM, NON-DIR, LUCK, GRE, RED, ORA, YEL
Time Frame: 18:00-18:00 (Crazy Redd visit)
Buy: 1,925
Sell: 9,000

Number: 544
Name: Shop Model ☐
Icon: TO, SM, NON-DIR
Time Frame: Prize from Tortimer
Buy: 16,000
Sell: 11,500

Number: 545
Name: Lighthouse Model ☐
Icon: TO, SM, NON-DIR
Time Frame: Prize from Tortimer
Buy: 27,200
Sell: 6,800

Number: 546
Name: Life Ring ☐
Icon: TR, SM, NON-DIR
Time Frame: Tropical Island Item
Buy: 1,250
Sell: 313

Number: 547
Name: Tree Model ☐
Icon: TO, SM, NON-DIR, GRE
Time Frame: Prize from Tortimer
Buy: 1,400
Sell: 350

Number: 548
Name: Pink Tree Model ☐
Icon: TO, SM, NON-DIR
Time Frame: Prize from Tortimer
Buy: 1,400
Sell: 350

Number: 549
Name: Weed Model ☐
Icon: TO, SM, NON-DIR, GRE
Time Frame: Prize from Tortimer
Buy: 880
Sell: 220

Number: 550
Name: Able Sisters' Tailor Model ☐
Icon: TO, SM, NON-DIR, RED
Time Frame: Prize from Tortimer
Buy: 48,000
Sell: 12,000

Number: 551
Name: Dump Model ☐
Icon: TO, SM, NON-DIR
Time Frame: Prize from Tortimer
Buy: 21,200
Sell: 5,300

Number: 552
Name: Snowman ☐
Icon: TO, SM, NON-DIR, DOLL
Time Frame: Prize from Tortimer
Buy: 12,000
Sell: 3,000

Number: 553
Name: Miniature Car ☐
Icon: TO, SM, NON-DIR, RED, ARROW-ON
Time Frame: Prize from Tortimer
Buy: 10,000
Sell: 2,500

Number: 554
Name: Moon ☐
Icon: TO, LA, NON-DIR
Time Frame: Prize from Tortimer
Buy: 32,000
Sell: 8,000

Number: 555
Name: Dolly ☐
Icon: TO, SM, NON-DIR, DOLL
Time Frame: Prize from Tortimer
Buy: 10,000
Sell: 2,500

Number: 556
Name: Station Model 1 ☐
Icon: TO, ME, NON-DIR
Time Frame: Prize from Tortimer
Buy: 64,000
Sell: 16,000

Number: 557
Name: Station Model 2 ☐
Icon: TO, ME, NON-DIR
Time Frame: Prize from Tortimer
Buy: 64,000
Sell: 16,000

Number: 558
Name: Station Model 3 ☐
Icon: TO, ME, NON-DIR
Time Frame: Prize from Tortimer
Buy: 64,000
Sell: 16,000

Number: 559
Name: Station Model 4 ☐
Icon: TO, ME, NON-DIR
Time Frame: Prize from Tortimer
Buy: 64,000
Sell: 16,000

Number: 560
Name: Station Model 5 ☐
Icon: TO, ME, NON-DIR
Time Frame: Prize from Tortimer
Buy: 64,000
Sell: 16,000

Number: 561
Name: Station Model 6 ☐
Icon: TO, ME, NON-DIR
Time Frame: Prize from Tortimer
Buy: 64,000
Sell: 16,000

Number: 562
Name: Station Model 7 ☐
Icon: TO, ME, NON-DIR
Time Frame: Prize from Tortimer
Buy: 64,000
Sell: 16,000

Number: 563
Name: Station Model 8 ☐
Icon: TO, ME, NON-DIR
Time Frame: Prize from Tortimer
Buy: 64,000
Sell: 16,000

Number: 564
Name: Station Model 9 ☐
Icon: TO, ME, NON-DIR
Time Frame: Prize from Tortimer
Buy: 64,000
Sell: 16,000

Number: 565
Name: Station Model 10 ☐
Icon: TO, ME, NON-DIR
Time Frame: Prize from Tortimer
Buy: 64,000
Sell: 16,000

Number: 566
Name: Station Model 11 ☐
Icon: TO, ME, NON-DIR
Time Frame: Prize from Tortimer
Buy: 64,000
Sell: 16,000

Number: *567*
Name: *Station Model 12* ☐
Icon: *TO, ME, NON-DIR*
Time Frame: *Prize from Tortimer*
Buy: *64,000*
Sell: *16,000*

Number: *568*
Name: *Station Model 13* ☐
Icon: *TO, ME, NON-DIR*
Time Frame: *Prize from Tortimer*
Buy: *64,000*
Sell: *16,000*

Number: *569*
Name: *Station Model 14* ☐
Icon: *TO, ME, NON-DIR*
Time Frame: *Prize from Tortimer*
Buy: *64,000*
Sell: *16,000*

Number: *570*
Name: *Station Model 15* ☐
Icon: *TO, ME, NON-DIR*
Time Frame: *Prize from Tortimer*
Buy: *64,000*
Sell: *16,000*

Number: *571*
Name: *Well Model* ☐
Icon: *TO, SM, NON-DIR, LUCK*
Time Frame: *Prize from Tortimer*
Buy: *43,384*
Sell: *10,846*

Number: *572*
Name: *Grass Model* ☐
Icon: *A, SM, NON-DIR, GRE*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *573*
Name: *Track Model* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *1,400*
Sell: *350*

Number: *574*
Name: *Dirt Model* ☐
Icon: *C, SM, NON-DIR*
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *575*
Name: *Train Car Model* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *2,500*
Sell: *625*

Number: *576*
Name: *Orange Box* ☐
Icon: *A, SM, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *80*
Sell: *20*

Number: *577*
Name: *College Rule* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *180*
Sell: *45*

Number: *578*
Name: *School Pad* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *200*
Sell: *50*

Number: *579*
Name: *Organizer* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *1,260*
Sell: *315*

Number: *580*
Name: *Diary* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *1,450*
Sell: *363*

Number: *581*
Name: *Journal* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *280*
Sell: *70*

Number: *582*
Name: *Pink Diary* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *870*
Sell: *218*

Number: *583*
Name: *Captain's Log* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *980*
Sell: *245*

Number: *584*
Name: *Blue Diary* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *880*
Sell: *220*

Number: *585*
Name: *French Notebook* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *1,250*
Sell: *313*

Number: *586*
Name: *Scroll* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *1,200*
Sell: *300*

Number: *587*
Name: *Pink Plaid Pad* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *320*
Sell: *80*

Number: *588*
Name: *Blue Polka Pad* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *320*
Sell: *80*

Number: *589*
Name: *Green Plaid Pad* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *320*
Sell: *80*

Number: *590*
Name: *Red Polka Pad* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *320*
Sell: *80*

Number: *591*
Name: *Yellow Plaid Pad* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *320*
Sell: *80*

Number: *592*
Name: *Calligraphy Pad* ☐
Icon: *DIA, SM, NON-DIR*
Time Frame: *Diary (purchase from Tom Nook)*
Buy: *860*
Sell: *215*

Number: *593*
Name: *Moon Dumpling* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *7,200*
Sell: *1,800*

Number: *594*
Name: *Bean Set* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *7,200*
Sell: *1,800*

Number: *595*
Name: *Osechi* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *7,200*
Sell: *1,800*

Number: *596*
Name: *Spring Medal* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *15,200*
Sell: *3,800*

Number: *597*
Name: *Fall Medal* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *15,200*
Sell: *3,800*

Number: *598*
Name: *Long Life Noodles* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *4,000*
Sell: *1,000*

Number: *599*
Name: *Bass Boat* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *4,800*
Sell: *1,200*

Number: *600*
Name: *Mortar Ball* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *6,000*
Sell: *1,500*

Number: *601*
Name: *Big Catch Flag* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *12,800*
Sell: *3,200*

Number: *602*
Name: *Hibachi Grill* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *1,580*
Sell: *395*

Number: *603*
Name: *Golf Trophy* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *9,200*
Sell: *2,300*

Number: *604*
Name: *Tennis Trophy* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *8,400*
Sell: *2,100*

Number: *605*
Name: *Kart Trophy* ☐
Icon: *N/A, SM, NON-DIR*
Time Frame: *Dummy item, or item won in competition*
Buy: *8,900*
Sell: *2,225*

Number: *606*
Name: *Crab Stew* ☐
Icon: *IG, SM, NON-DIR*
Time Frame: *Item in Igloo*
Buy: *1,380*
Sell: *345*

Number: *607*
Name: *Fireplace* ☐
Icon: *IG, ME, DIR, RED*
Time Frame: *Item in Igloo*
Buy: *2,200*
Sell: *550*

Number: *608*
Name: *Igloo Model* ☐
Icon: *IG, SM, DIR*
Time Frame: *Item in Igloo*
Buy: *2,350*
Sell: *588*

Number: *609*
Name: *Snowy Tree Model* ☐
Icon: *IG, SM, NON-DIR*
Time Frame: *Item in Igloo*
Buy: *1,400*
Sell: *350*

Number: *610*
Name: *Snowcone Machine* ☐
Icon: *TR, SM, NON-DIR, ARROW-ON*
Time Frame: *Tropical Island Item*
Buy: *980*
Sell: *245*

Number: *611*
Name: *Treasure Chest* ☐
Icon: *TR, SM, NON-DIR, LUCK, GRE, RED, ORA, YEL*
Time Frame: *Tropical Island Item*
Buy: *10,000*
Sell: *2,500*

Number: *612*
Name: *Beach Chair* ☐
Icon: *TR, SM, NON-DIR, SIT*
Time Frame: *Tropical Island Item*
Buy: *1,850*
Sell: *463*

Number: *613*
Name: *Beach Table* ☐
Icon: *TR, SM, NON-DIR, ARROW-ON*
Time Frame: *Tropical Island Item*
Buy: *1,600*
Sell: *400*

Number: *614*
Name: *Surfboard* ☐
Icon: *TR, SM, NON-DIR*
Time Frame: *Tropical Island Item*
Buy: *1,400*
Sell: *350*

Number: *615*
Name: *Snowboard* ☐
Icon: *IG, SM, NON-DIR*
Time Frame: *Item in Igloo*
Buy: *1,400*
Sell: *350*

Number: *616*
Name: *Snow Bunny* ☐
Icon: *IG, SM, NON-DIR*
Time Frame: *Item in Igloo*
Buy: *860*
Sell: *215*

Number: *617*
Name: *Wave Breaker* ☐
Icon: *TR, LA, NON-DIR*
Time Frame: *Tropical Island Item*
Buy: *1,760*
Sell: *440*

Number: *618*
Name: *Ukulele* ☐
Icon: *TR, SM, NON-DIR*
Time Frame: *Tropical Island Item*
Buy: *1,600*
Sell: *400*

Number: *619*
Name: *Diver Dan* ☐
Icon: *TR, SM, DIR, DOLL*
Time Frame: *Tropical Island Item*
Buy: *3,200*
Sell: *800*

Number: *620*
Name: *Sleigh* ☐
Icon: *IG, SM, NON-DIR*
Time Frame: *Item in Igloo*
Buy: *1,200*
Sell: *300*

Number: *621*
Name: *Bottle Rocket* ☐
Icon: *TO, SM, NON-DIR, ARROW-ON*
Time Frame: *Prize from Tortimer*
Buy: *4,200*
Sell: *1,050*

Number: *622*
Name: *Fishing Trophy* ☐
Icon: *TO, SM, NON-DIR, ARROW-ON, RED, GRE, ORA, YEL*
Time Frame: *Prize from Tortimer*
Buy: *9,800*
Sell: *2,450*

Number: *623*
Name: *Telescope* ☐
Icon: *TO, SM, NON-DIR*
Time Frame: *Prize from Tortimer*
Buy: *5,800*
Sell: *1,450*

Number: *624*
Name: *Radiator* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *2,380*
Sell: *595*

Number: *625*
Name: *Chess Table* ☐
Icon: *C, SM, NON-DIR, ARROW-ON*
Time Frame: *None*
Buy: *2,200*
Sell: *550*

Number: *626*
Name: *Potbelly Stove* ☐
Icon: *A, SM, NON-DIR*
Time Frame: *None*
Buy: *2,000*
Sell: *500*

Number: *627*
Name: *Bus Stop* ☐
Icon: *B, SM, NON-DIR*
Time Frame: *None*
Buy: *820*
Sell: *205*

Number: *628*
Name: *Festive Flag* ☐
Icon: *TN, SM, NON-DIR*
Time Frame: *Tom Nook Store (during December)*
Buy: *680*
Sell: *170*

Number: *629*
Name: *Festive Candle* ☐
Icon: *TN, SM, NON-DIR*
Time Frame: *Tom Nook Store (during December)*
Buy: *1,600*
Sell: *400*

Number: *630*
Name: *Super Tortimer* ☐
Icon: *TO, SM, NON-DIR*
Time Frame: *Prize from Tortimer*
Buy: *512*
Sell: *128*

Number: *631*
Name: *Spring Medal* ☐
Icon: *TO, SM, DIR, RED, GRE, ORA, YEL*
Time Frame: *Prize from Tortimer*
Buy: *56,000*
Sell: *14,000*

Number: *632*
Name: *Autumn Medal* ☐
Icon: *TO, SM, DIR, RED, GRE, ORA, YEL*
Time Frame: *Prize from Tortimer*
Buy: *56,000*
Sell: *14,000*

Number: *633*
Name: *Campfire* ☐
Icon: *TE, SM, NON-DIR*
Time Frame: *Inside Tent*
Buy: *1,360*
Sell: *340*

Number: *634*
Name: *Bonfire* ☐
Icon: *TE, LA, NON-DIR*
Time Frame: *Inside Tent*
Buy: *2,240*
Sell: *560*

Number: *635*
Name: *Kayak* ☐
Icon: *TE, SM, NON-DIR, YEL*
Time Frame: *Inside Tent*
Buy: *3,460*
Sell: *865*

Number: *636*
Name: *Tent Model* ☐
Icon: *TE, SM, NON-DIR, YEL*
Time Frame: *Inside Tent*
Buy: *2,550*
Sell: *638*

Number: *637*
Name: *Backpack* ☐
Icon: *TE, SM, NON-DIR*
Time Frame: *Inside Tent*
Buy: *1,980*
Sell: *495*

Number: *638*
Name: *Lantern* ☐
Icon: *TE, SM, NON-DIR, RED*
Time Frame: *Inside Tent*
Buy: *1,180*
Sell: *295*

Number: *639*
Name: *Cooler* ☐
Icon: *TE, SM, NON-DIR*
Time Frame: *Inside Tent*
Buy: *1,300*
Sell: *325*

Number: *640*
Name: *Mountain Bike* ☐
Icon: *TE, ME, NON-DIR*
Time Frame: *Inside Tent*
Buy: *3,380*
Sell: *845*

Number: *641*
Name: *Sleeping Bag* ☐
Icon: *TE, ME, NON-DIR, GRE*
Time Frame: *Inside Tent*
Buy: *1,960*
Sell: *490*

Number: *642*
Name: *Propane Stove* ☐
Icon: *TE, SM, NON-DIR*
Time Frame: *Inside Tent*
Buy: *1,470*
Sell: *368*

Number: *643*
Name: *Campfire* ☐
Icon: *TE, SM, NON-DIR*
Time Frame: *Inside Tent*
Buy: *1,360*
Sell: *340*

Number: *644*
Name: *Cornucopia* ☐
Icon: *TO, SM, NON-DIR*
Time Frame: *Prize from Tortimer*
Buy: *1,880*
Sell: *340*

Number: *645*
Name: *Noisemaker* ☐
Icon: *TO, SM, NON-DIR, RED*
Time Frame: *Prize from Tortimer*
Buy: *1,600*
Sell: *400*

Number: *646*
Name: *Pansy Model Y* ☐
Icon: *TO, SM, NON-DIR, YEL*
Time Frame: *Prize from Tortimer*
Buy: *930*
Sell: *233*

Number: *647*
Name: *Pansy Model W* ☐
Icon: *TO, SM, NON-DIR*
Time Frame: *Prize from Tortimer*
Buy: *930*
Sell: *233*

Number: *648*
Name: *Pansy Model P* ☐
Icon: *TO, SM, NON-DIR, YEL*
Time Frame: *Prize from Tortimer*
Buy: *930*
Sell: *233*

Number: *649*
Name: *Cosmos Model B* ☐
Icon: *TO, SM, NON-DIR*
Time Frame: *Prize from Tortimer*
Buy: *910*
Sell: *228*

Number: *650*
Name: *Cosmos Model Y* ☐
Icon: *TO, SM, NON-DIR, YEL*
Time Frame: *Prize from Tortimer*
Buy: *910*
Sell: *228*

Number: *651*
Name: *Cosmos Model P* ☐
Icon: *TO, SM, NON-DIR*
Time Frame: *Prize from Tortimer*
Buy: *910*
Sell: *228*

Number: *652*
Name: *Tulip Model Y* ☐
Icon: *TO, SM, NON-DIR, YEL*
Time Frame: *Prize from Tortimer*
Buy: *940*
Sell: *235*

Number: *653*
Name: *Tulip Model R* ☐
Icon: *TO, SM, NON-DIR, RED*
Time Frame: *Prize from Tortimer*
Buy: *940*
Sell: *235*

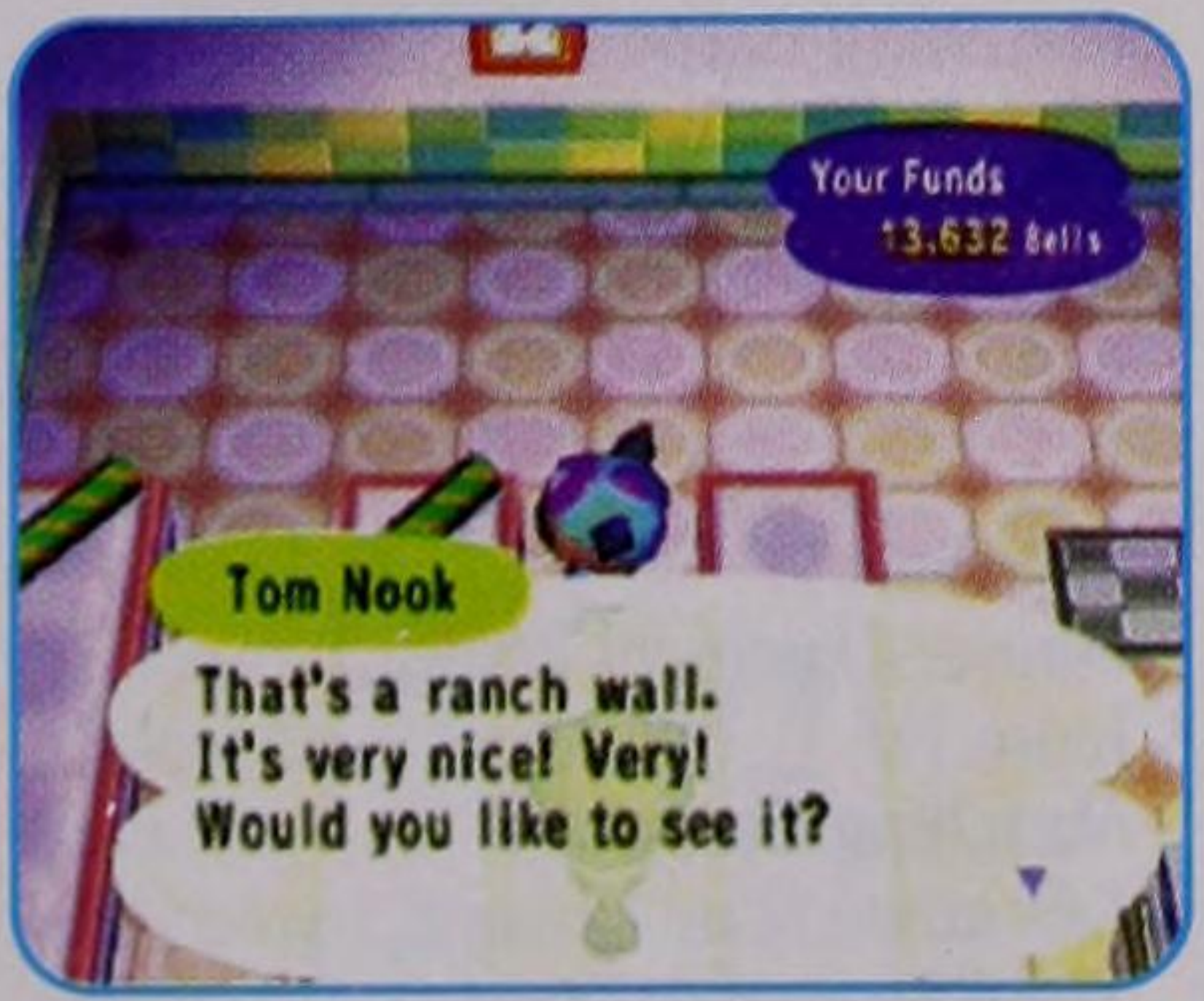
Number: *654*
Name: *Tulip Model W* ☐
Icon: *TO, SM, NON-DIR*
Time Frame: *Prize from Tortimer*
Buy: *940*
Sell: *235*

Choosing Wonderful Wallpaper

How Are They Primarily Found?

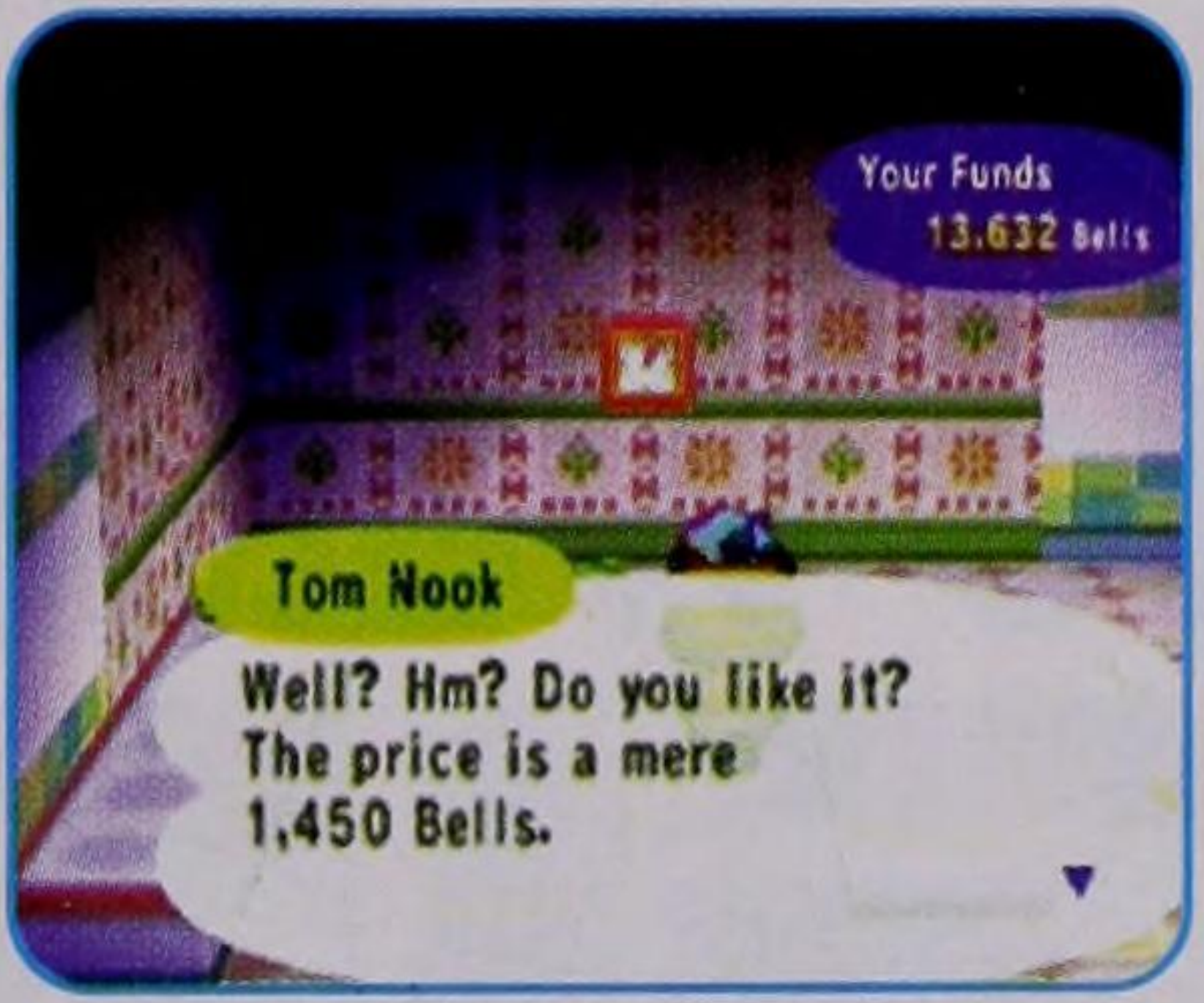
- Purchasing from Tom Nook
- Purchasing from Wendell
- Inhabitants' chores
- Collectible cards
- Certain times of year
- Town Dump
- Police Station

Choosing the correct wallpaper for your home is extremely important. You want it to match and complement your furniture. And you want all your friends to gasp in amazement at how cool it all looks!



That's a ranch wall. It's very nice! Very! Would you like to see it?

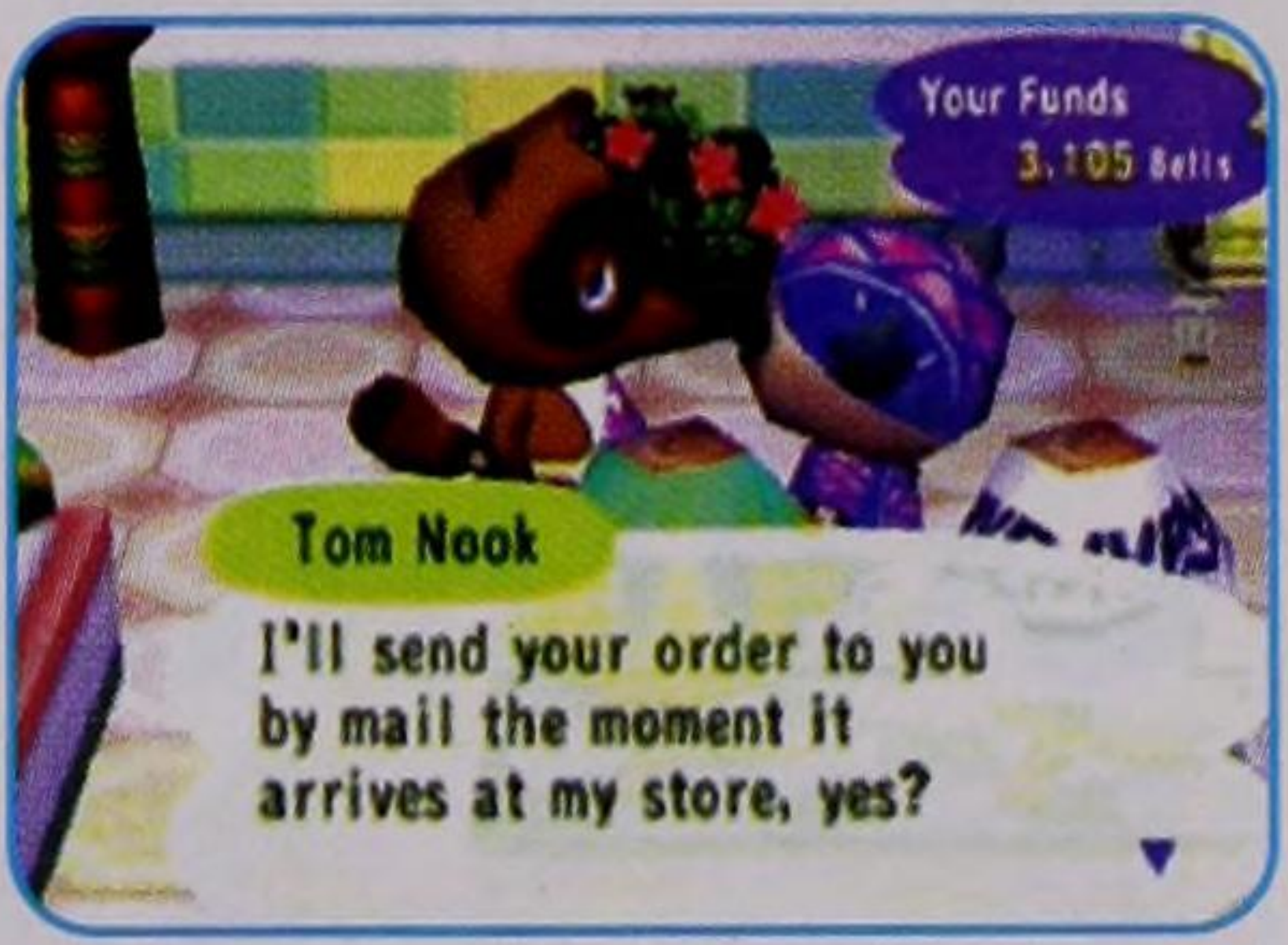
To create a cool look for your pad, trek on down to Tom Nook's furniture emporium, and slap down a bag of Bells for the finest wall fineries! First, think about what type of look you're going for in your home.



Well? Hm? Do you like it? The price is a mere 1,450 Bells.

Once you've decided on what type of walls you prefer (be it the grand Library or the kooky Lunar Horizon), pay Tom Nook, but only after you check out the wall sample in his store.

Now simply return to your home, and automatically fix the wallpaper to your wall. You keep the old wall coverings, which you can save in your basement, trade with a friend, or sell back to Tom Nook.



I'll send your order to you by mail the moment it arrives at my store, yes?

Remember that you can keep buying and selling wallpaper items at Tom Nook's store, and by viewing your catalog, you can mail order any wallpaper you've sold Tom previously. This is great if you and your friends want matching walls.

When you've paid off some debt to Tom Nook, and your house gains a second floor, remember to buy extra wallpaper for the new floor. Try different styles in each room to increase the variety. Basement walls can't be papered.

Wendell
I must give you this to show my deep appreciation! Juh—just take it, even if you don't need it!

A rare visitor is Wendell the walrus, and he's got a whole load of carpets. Feed him a fine fat fish, and he'll award you with a special piece of wallpaper that you can't get otherwise. Check the list below for the walls only accessible via Wendell.

Don't forget that you need to find carpet to match the wallpaper. Fortunately, the charts below tell you which wall is associated with which floor—and if your walls and floors match, you get extra Happy Room points!

Z
Lights
Camera

Match your furniture to your walls and carpet too! Look for furniture that starts with the same name as your walls and floors, for even more points. Refer to your Furniture checklist to tell you what furniture series goes with what carpet and wall.

Complete Wallpaper Collection

backgammon wall
kiddie wall
shanty wall
library wall
floral wall
playroom wall
kitschy wall
1,500 Bells
18 / 23
top
bottom

backgammon wall
kiddie wall
shanty wall
library wall
floral wall
playroom wall
kitschy wall
800 Bells
19 / 23
top
bottom

backgammon wall
kiddie wall
shanty wall
library wall
floral wall
playroom wall
kitschy wall
1,680 Bells
20 / 23
top
bottom

backgammon wall
kiddie wall
shanty wall
library wall
floral wall
playroom wall
kitschy wall
2,250 Bells
21 / 23
top
bottom

backgammon wall
kiddie wall
shanty wall
library wall
floral wall
playroom wall
kitschy wall
1,320 Bells
22 / 23
top
bottom

Number: *1*
Name: *Chic Wall* ☐
Icon: *A*
Matching Carpet:
Plush Carpet
Time Frame: *None*
Buy: *1,960*
Sell: *490*

Number: *1*
Name: *Chic Wall* ☐
Icon: *A*
Matching Carpet:
Plush Carpet
Time Frame: *None*
Buy: *1,960*
Sell: *490*

Number: *2*
Name: *Classic Wall* ☐
Icon: *B*
Matching Carpet:
Classic Carpet
Time Frame: *None*
Buy: *2,100*
Sell: *525*

Number: *3*
Name: *Parlor Wall* ☐
Icon: *C*
Matching Carpet:
Checkered Tile
Time Frame: *None*
Buy: *1,120*
Sell: *280*

Number: *4*
Name: *Stone Wall* ☐
Icon: *A*
Matching Carpet:
Old Flooring
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *5*
Name: *Blue-Trim Wall* ☐
Icon: *B*
Matching Carpet:
Red Tile
Time Frame: *None*
Buy: *1,420*
Sell: *355*

Number: *6*
Name: *Plaster Wall* ☐
Icon: *C*
Matching Carpet:
Birch Flooring
Time Frame: *None*
Buy: *880*
Sell: *220*

Number: *7*
Name: *Classroom Wall* ☐
Icon: *WE*
Matching Carpet:
Classroom Floor
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *6,000*
Sell: *1,500*

Number: *8*
Name: *Lovely Wall* ☐
Icon: *A*
Matching Carpet:
Lovely Carpet
Time Frame: *None*
Buy: *1,880*
Sell: *470*

Number: *9*
Name: *Exotic Wall* ☐
Icon: *B*
Matching Carpet:
Exotic Rug
Time Frame: *None*
Buy: *1,420*
Sell: *355*

Number: *10*
Name: *Mortar Wall* ☐
Icon: *WE*
Matching Carpet:
Mossy Carpet
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *7,000*
Sell: *1,750*

Number: *11*
Name: *Gold Screen Wall* ☐
Icon: *C*
Matching Carpet:
18 Mat Tatami
Time Frame: *None*
Buy: *2,180*
Sell: *545*

Number: *12*
Name: *Tea Room Wall* ☐
Icon: *A*
Matching Carpet:
8 Mat Tatami
Time Frame: *None*
Buy: *1,750*
Sell: *437*

Number: *13*
Name: *Citrus Wall* ☐
Icon: *A*
Matching Carpet:
Citrus Carpet
Time Frame: *None*
Buy: *1,120*
Sell: *280*

Number: *14*
Name: *Cabin Wall* ☐
Icon: *B*
Matching Carpet:
Cabin Rug
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *15*
Name: *Blue Tarp* ☐
Icon: *WE*
Matching Carpet:
Closed Road
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *5,600*
Sell: *1,400*

Number: *16*
Name: *Lunar Horizon* ☐
Icon: *WE*
Matching Carpet:
Lunar Surface
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *7,600*
Sell: *1,900*

Number: *17*
Name: *Garden Wall* ☐
Icon: *WE*
Matching Carpet:
Sand Garden
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *6,400*
Sell: *1,600*

Number: *18*
Name: *Spooky Wall* ☐
Icon: *HAL*
Matching Carpet:
Spooky Carpet
Time Frame: *10/31, 18:00-24:00; 11/01, 00:00-01:00*
Buy: *41,240*
Sell: *10,310*

Number: *19*
Name: *Western Vista* ☐
Icon: *WE*
Matching Carpet:
Western Desert
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *6,000*
Sell: *1,500*

Number: *20*
Name: *Green Wall* ☐
Icon: *C*
Matching Carpet:
Green Rug
Time Frame: *None*
Buy: *1,050*
Sell: *262*

Number: *21*
Name: *Blue Wall* ☐
Icon: *A*
Matching Carpet:
Blue Flooring
Time Frame: *None*
Buy: *1,260*
Sell: *315*

Number: *22*
Name: *Regal Wall* ☐
Icon: *B*
Matching Carpet:
Regal Carpet
Time Frame: *None*
Buy: *2,240*
Sell: *560*

Number: *23*
Name: *Ranch Wall* ☐
Icon: *C*
Matching Carpet:
Ranch Flooring
Time Frame: *None*
Buy: *1,450*
Sell: *362*

Number: *24*
Name: *Modern Wall* ☐
Icon: *A*
Matching Carpet:
Modern Tile
Time Frame: *None*
Buy: *1,450*
Sell: *362*

Number: *25*
Name: *Cabana Wall* ☐
Icon: *B*
Matching Carpet:
Cabana Flooring
Time Frame: *None*
Buy: *1,480*
Sell: *370*

Number: *26*
Name: *Snowman Wall* ☐
Icon: *SN*
Matching Carpet:
Snowman Carpet
Time Frame: *12/25 (Snowman visit)*
Buy: *35,552*
Sell: *8,888*

Number: *27*
Name: *Backyard Fence* ☐
Icon: *A*
Matching Carpet:
Backyard Lawn
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *28*
Name: *Music Room Wall* ☐
Icon: *WE*
Matching Carpet:
Music Room Floor
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *6,400*
Sell: *1,600*

Number: *29*
Name: *Plaza Wall* ☐
Icon: *C*
Matching Carpet:
Plaza Tile
Time Frame:
Buy: *1,960*
Sell: *490*

Number: *30*
Name: *Lattice Wall* ☐
Icon: *A*
Matching Carpet:
Kitchen Tile
Time Frame: *None*
Buy: *1,780*
Sell: *445*

Number: *31*
Name: *Ornate Wall* ☐
Icon: *C*
Matching Carpet:
Ornate Rug
Time Frame: *None*
Buy: *1,580*
Sell: *395*

Number: *32*
Name: *Modern Screen* ☐
Icon: *C*
Matching Carpet:
Tatami Floor
Time Frame: *None*
Buy: *1,150*
Sell: *287*

Number: *33*
Name: *Bamboo Wall* ☐
Icon: *A*
Matching Carpet:
Bamboo Flooring
Time Frame: *None*
Buy: *1,150*
Sell: *287*

Number: *34*
Name: *Kitchen Wall* ☐
Icon: *B*
Matching Carpet:
Kitchen Flooring
Time Frame: *None*
Buy: *1,120*
Sell: *280*

Number: *35*
Name: *Old Brick Wall* ☐
Icon: *C*
Matching Carpet:
Charcoal Tile
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *36*
Name: *Stately Wall* ☐
Icon: *A*
Matching Carpet:
Stone Tile
Time Frame: *None*
Buy: *2,450*
Sell: *612*

Number: *37*
Name: *Imperial Wall* ☐
Icon: *B*
Matching Carpet:
Imperial Tile
Time Frame: *None*
Buy: *2,660*
Sell: *665*

Number: *38*
Name: *Manor Wall* ☐
Icon: *C*
Matching Carpet:
Opulent Rug
Time Frame: *None*
Buy: *1,050*
Sell: *262*

Number: *39*
Name: *Ivy Wall* ☐
Icon: *A*
Matching Carpet:
Slate Flooring
Time Frame: *None*
Buy: *1,250*
Sell: *312*

Number: *40*
Name: *Mod Wall* ☐
Icon: *B*
Matching Carpet:
Ceramic Tile
Time Frame: *None*
Buy: *1,200*
Sell: *300*

Number: *41*
Name: *Rose Wall* ☐
Icon: *C*
Matching Carpet:
Fancy Carpet
Time Frame: *None*
Buy: *2,240*
Sell: *560*

Number: *42*
Name: *Wood Paneling* ☐
Icon: *A*
Matching Carpet:
Cowhide Rug
Time Frame: *None*
Buy: *1,320*
Sell: *330*

Number: *43*
Name: *Concrete Wall* ☐
Icon: *B*
Matching Carpet:
Steel Flooring
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *44*
Name: *Office Wall* ☐
Icon: *WE*
Matching Carpet:
Office Flooring
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *7,000*
Sell: *1,750*

Number: *45*
Name: *Ancient Wall* ☐
Icon: *WE*
Matching Carpet:
Ancient Tile
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *9,200*
Sell: *2,300*

Number: *46*
Name: *Exquisite Wall* ☐
Icon: *C*
Matching Carpet:
Exquisite Rug
Time Frame: *None*
Buy: *1,470*
Sell: *367*

Number: *47*
Name: *Sandlot Wall* ☐
Icon: *WE*
Matching Carpet:
Sandlot
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *6,800*
Sell: *1,700*

Number: *48*
Name: *Jingle Wall* ☐
Icon: *JI*
Matching Carpet:
Jingle Carpet
Time Frame: *12/24, 20:00-24:00; 12/25, 00:00-1:00*
Buy: *48,960*
Sell: *12,240*

Number: *49*
Name: *Meadow Vista* ☐
Icon: *WE*
Matching Carpet:
Daisy Meadow
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *8,000*
Sell: *2,000*

Number: *50*
Name: *Tree-lined Wall* ☐
Icon: *WE*
Matching Carpet:
Sidewalk
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *7,400*
Sell: *1,850*

Number: *51*
Name: *Mosaic Wall* ☐
Icon: *A*
Matching Carpet:
Mosaic Tile
Time Frame: *None*
Buy: *2,100*
Sell: *525*

Number: *52*
Name: *Arched Window* ☐
Icon: *B*
Matching Carpet:
Parquet Floor
Time Frame: *None*
Buy: *2,150*
Sell: *537*

Number: *53*
Name: *Basement Wall* ☐
Icon: *WE*
Matching Carpet:
Basement Floor
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *7,500*
Sell: *1,825*

Number: *54*
Name: *Backgammon Wall* ☐
Icon: *WE*
Matching Carpet:
Chessboard Rug
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *7,200*
Sell: *1,800*

Number: *55*
Name: *Kiddie Wall* ☐
Icon: *C*
Matching Carpet:
Kiddie Carpet
Time Frame: *None*
Buy: *1,500*
Sell: *375*

Number: *56*
Name: *Shanty Wall* ☐
Icon: *A*
Matching Carpet: *Shanty Mat*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *57*
Name: *Industrial Wall* ☐
Icon: *WE*
Matching Carpet:
Concrete Floor
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *7,000*
Sell: *1,750*

Number: *58*
Name: *Desert Vista* ☐
Icon: *WE*
Matching Carpet:
Saharah's Desert
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *9,000*
Sell: *2,250*

Number: *59*
Name: *Library Wall* ☐
Icon: *C*
Matching Carpet: *Tartan Rug*
Time Frame: *None*
Buy: *1,680*
Sell: *420*

Number: *60*
Name: *Floral Wall* ☐
Icon: *B*
Matching Carpet:
Palace Tile
Time Frame: *None*
Buy: *2,250*
Sell: *562*

Number: *61*
Name: *Tropical Vista* ☐
Icon: *WE*
Matching Carpet:
Tropical Floor
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *9,200*
Sell: *2,300*

Number: *62*
Name: *Playroom Wall* ☐
Icon: *B*
Matching Carpet:
Playroom Rug
Time Frame: *None*
Buy: *1,320*
Sell: *330*

Number: *63*
Name: *Kitschy Wall* ☐
Icon: *C*
Matching Carpet:
Kitschy Tile
Time Frame: *None*
Buy: *1,240*
Sell: *310*

Number: *64*
Name: *Groovy Wall* ☐
Icon: *B*
Matching Carpet:
Diner Tile
Time Frame: *None*
Buy: *1,280*
Sell: *320*

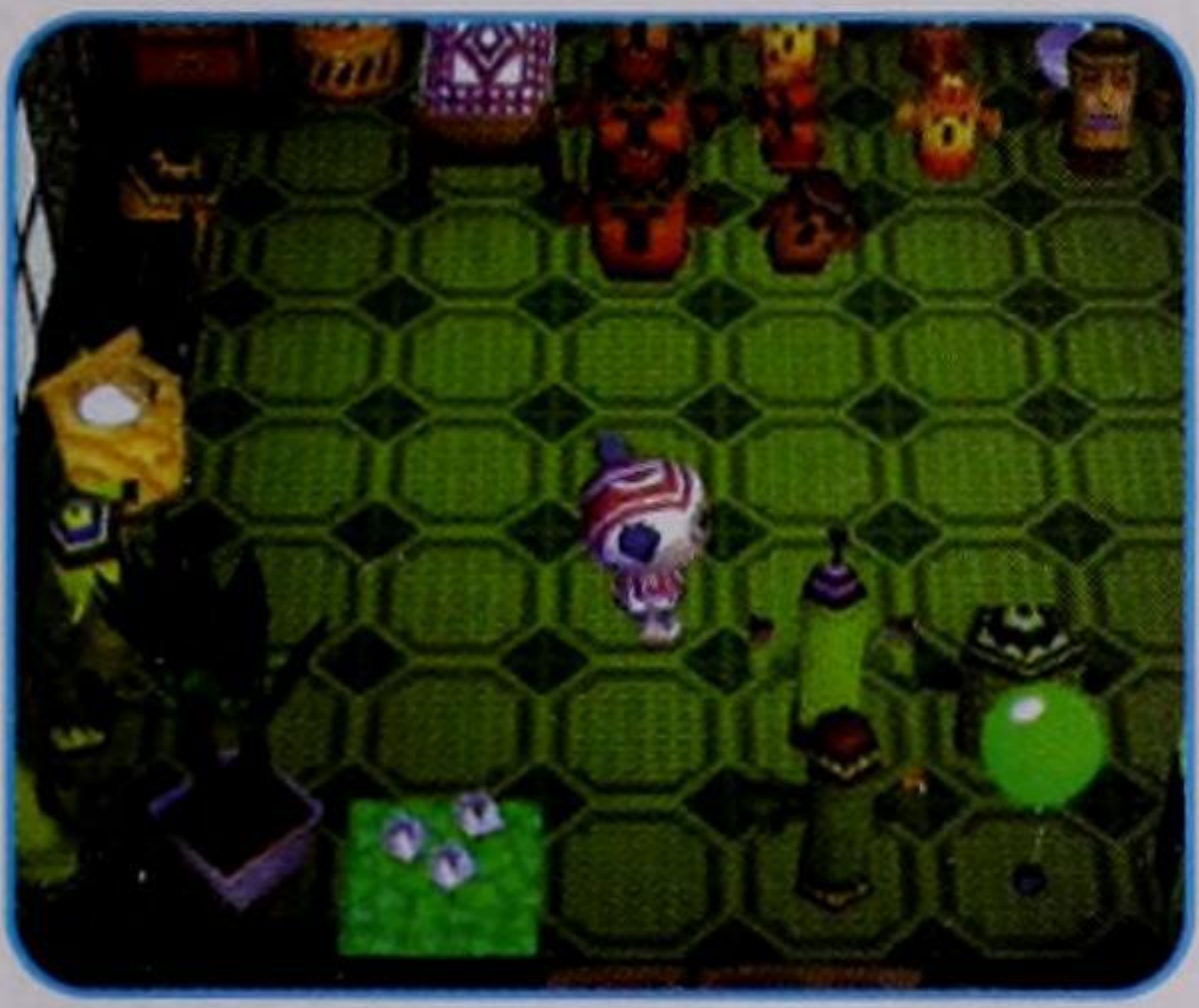
Number: *65*
Name: *Ringside Seating* ☐
Icon: *WE*
Matching Carpet:
Boxing Ring Mat
Time Frame: *06:00-06:00 (Wendell visit)*
Buy: *9,000*
Sell: *2,250*

Number: *66*
Name: *Harvest Wall* ☐
Icon: *HAR*
Matching Carpet:
Harvest Rug
Time Frame: *(Approx 9/10) During Harvest Festival*
Buy: *4,800*
Sell: *1,200*

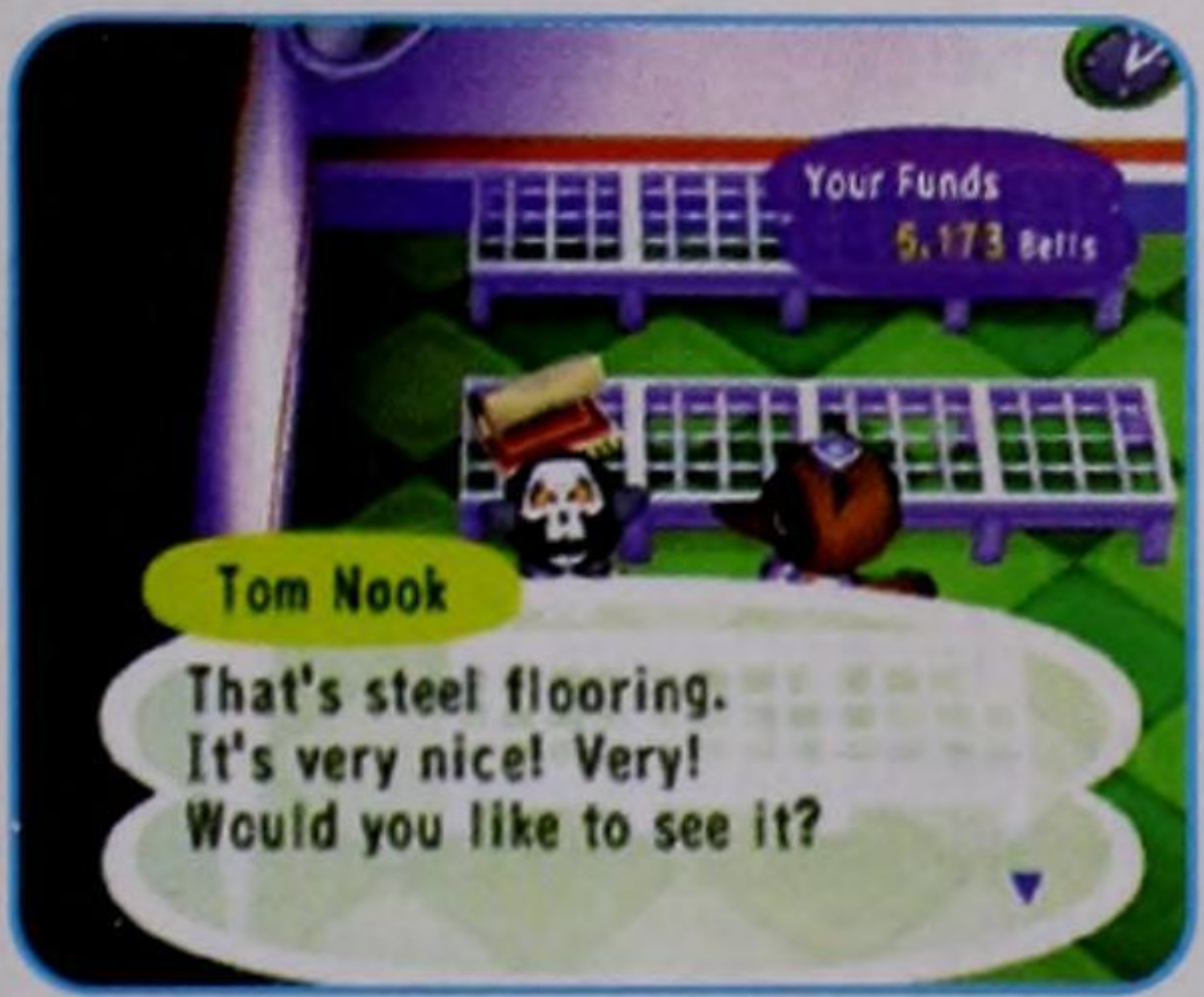
Finding Fabulous Floors

How Are They Primarily Found?

Purchasing from Tom Nook
Purchasing from Saharah
Inhabitants' chores
Collectible cards
Certain times of year
Town Dump
Police Station

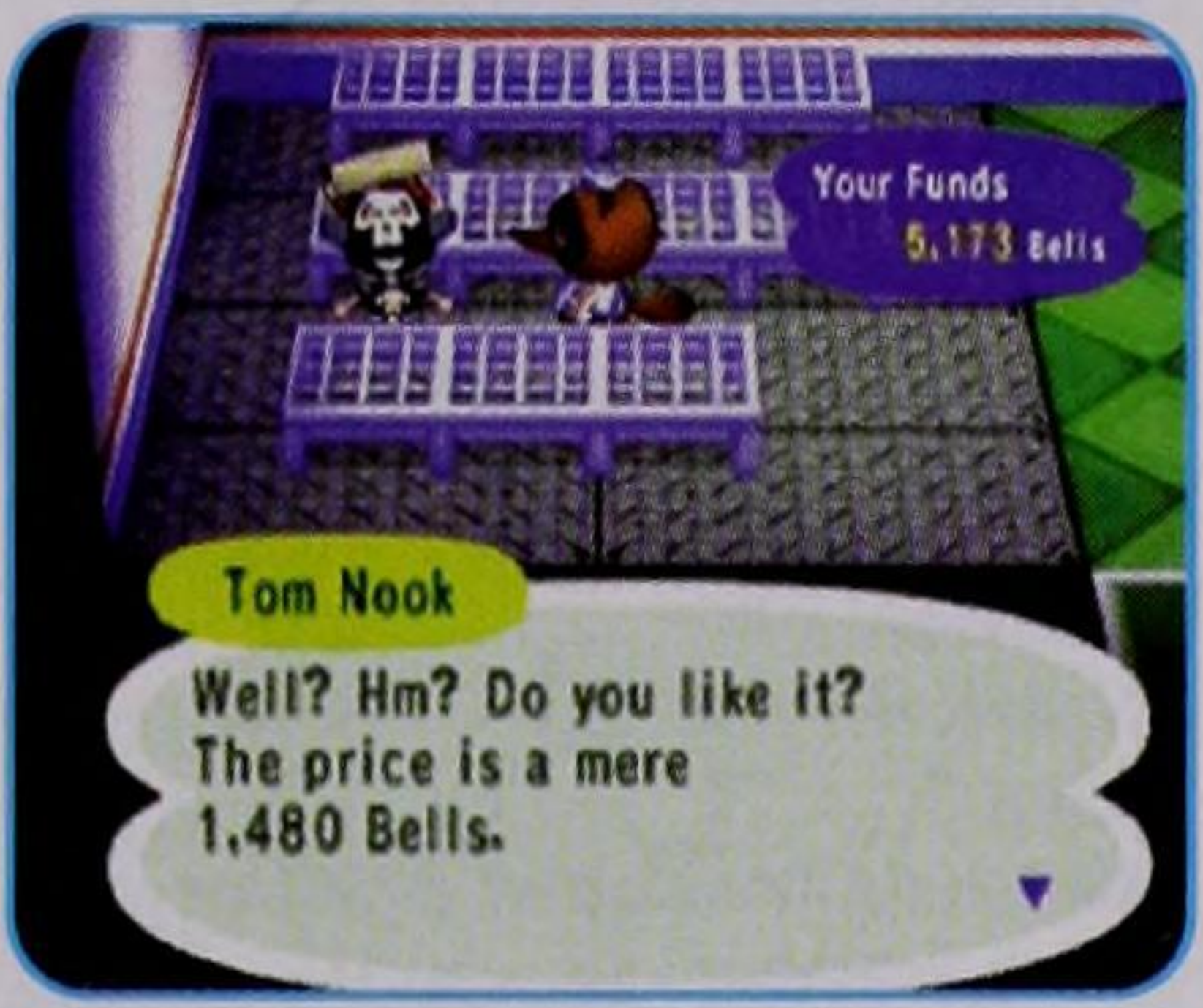


Finding the correct floor texture, whether it's tile or carpeting, requires careful planning and knowing your tastes. You should make sure your carpet matches and brings out the best in your furniture. Your friends should be really jealous when they stop by!


Your Funds
5,173 Bells

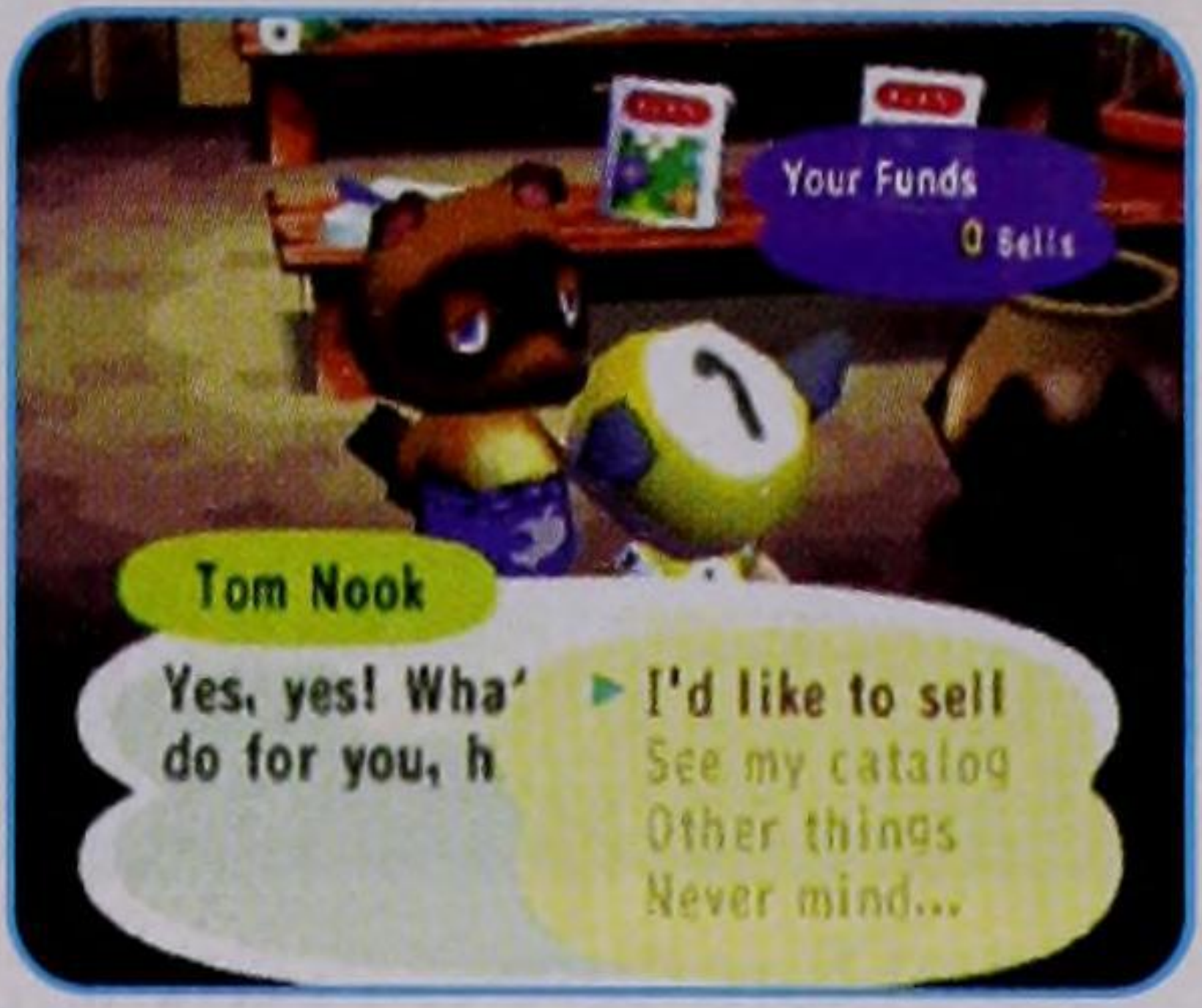
Tom Nook
That's steel flooring.
It's very nice! Very!
Would you like to see it?

Traipse down to Tom Nook's store, and pay him some Bells to take home a great-looking carpet.


Your Funds
5,173 Bells

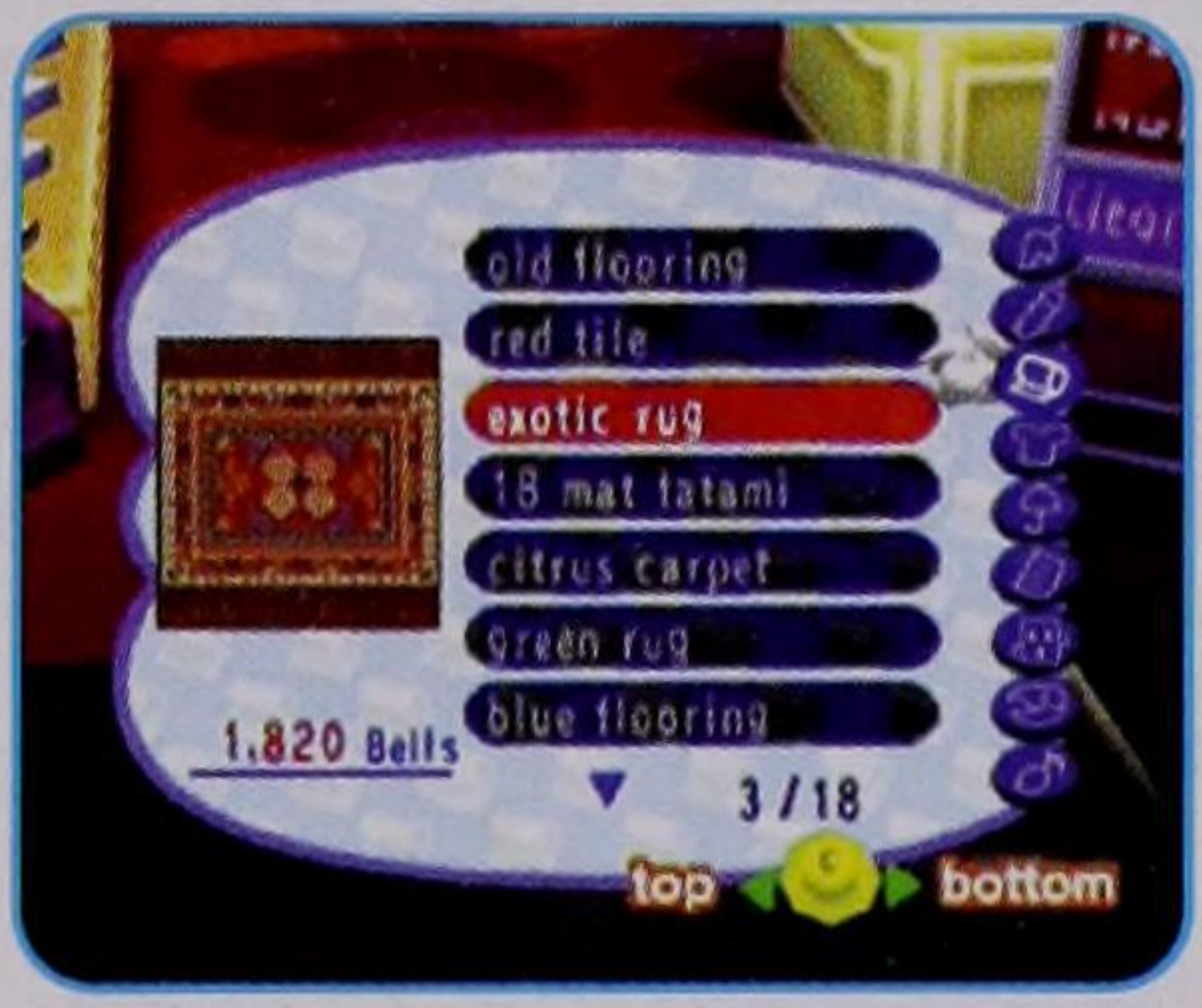
Tom Nook
Well? Hm? Do you like it?
The price is a mere
1,480 Bells.

After you've decided on the sort of floor you're after (from the funky Red Tile to the flamboyant Exotic Rug), pay up. But first spread your carpet out on the Nook store floor to see what it looks like!

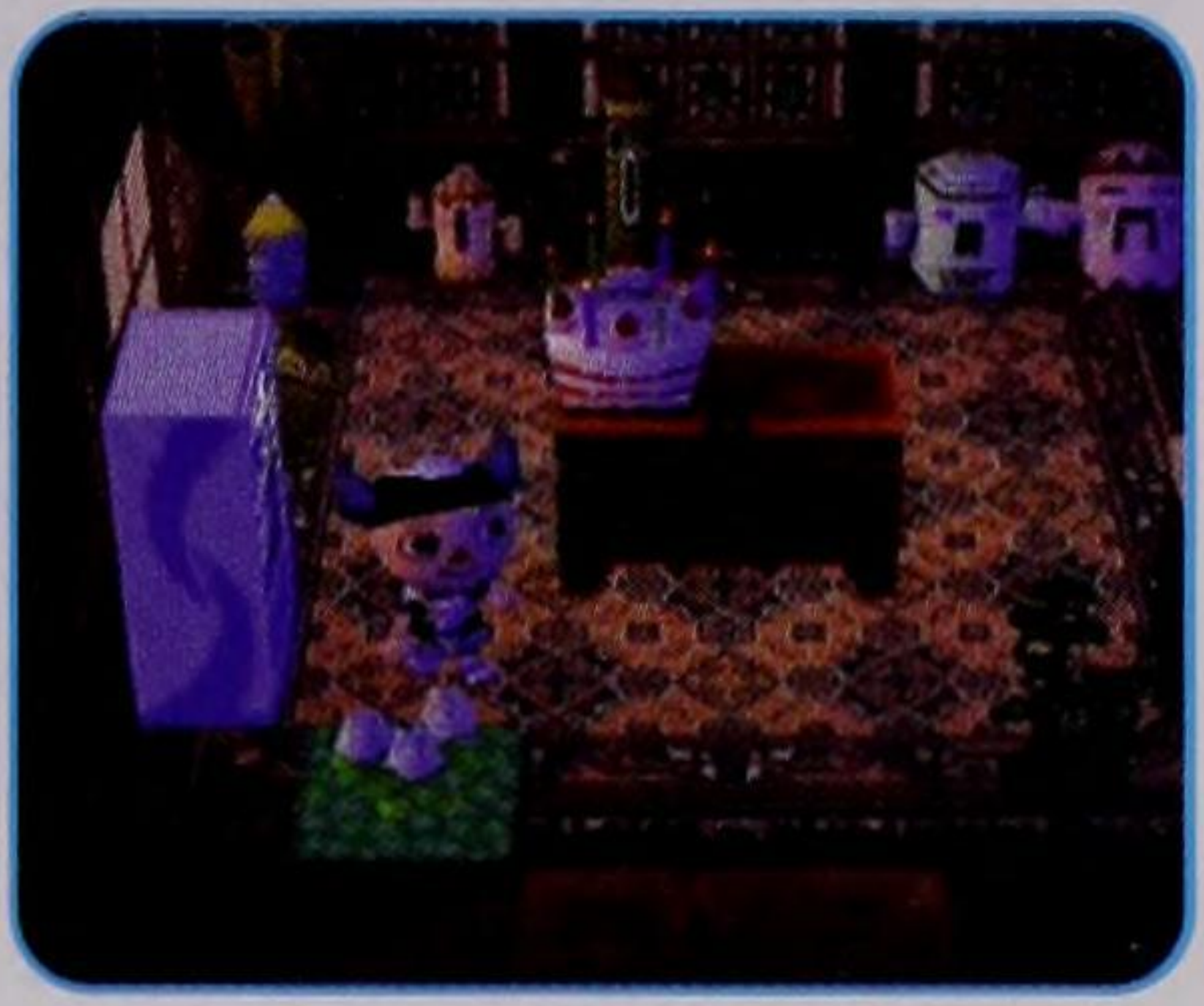

Your Funds
0 Bells
I'd like to sell
See my catalog
Other things
Never mind...

Tom Nook
Yes, yes! Wha'
do for you, h

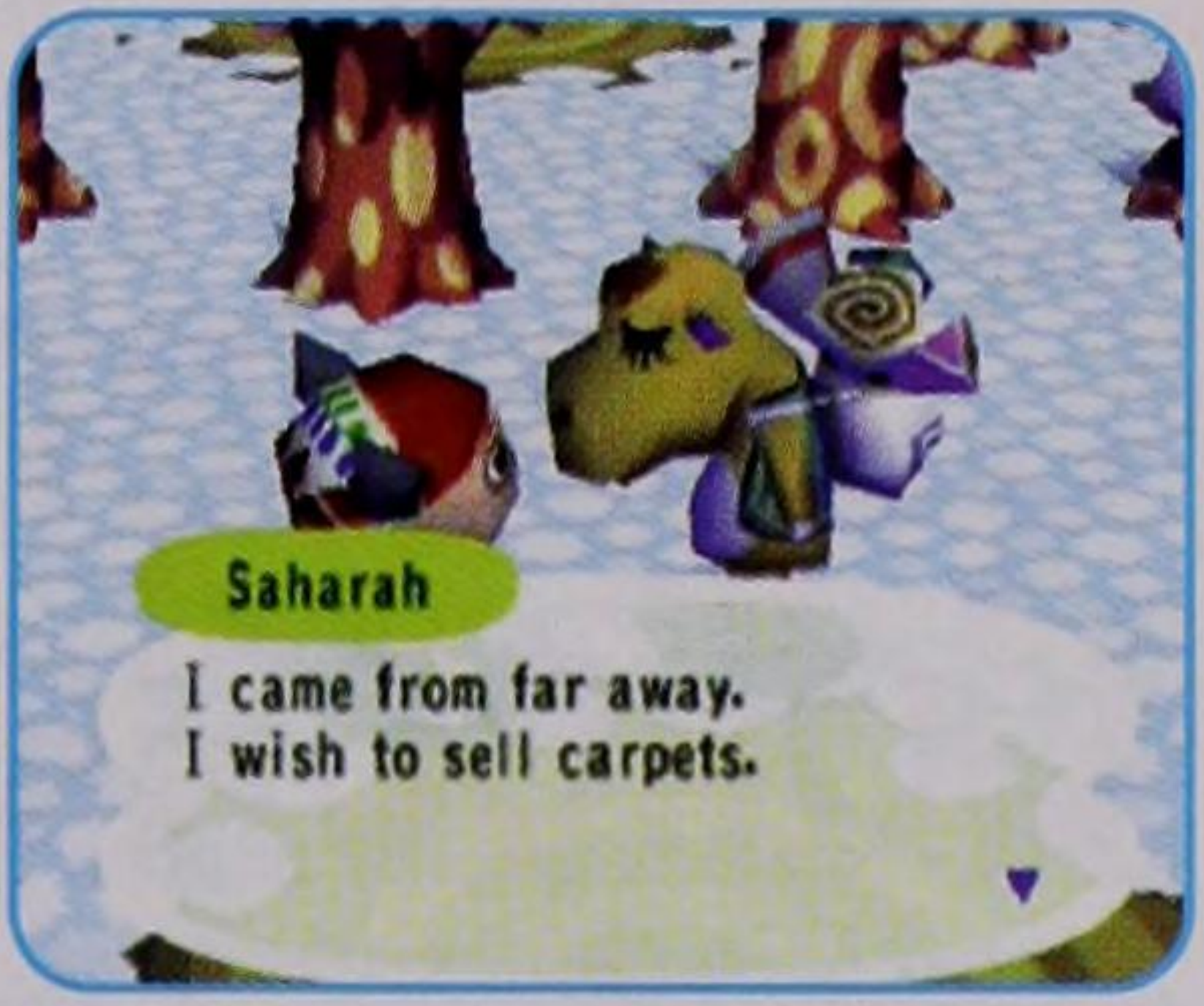
Once you return back to your house, you automatically throw the carpet onto the floor to create the new look. You keep the old carpet though[—store it in your basement, sell it back to Tom, or sell it to a friend.


old flooring
red tile
exotic rug
18 mat tatami
citrus carpet
green rug
blue flooring
1,820 Bells
3/18
top
bottom

You can change your carpet as many times as you want, and each carpet you sell back to Tom Nook can be viewed and bought again in your own catalog. Does your friend want the same carpet as you? Sell it to Tom, order two lots, and sell one to your friend!



Once your building has a second story, you can have two different types of flooring. Your basement's floor doesn't change. Try different styles in the upper and lower floors for a bit of variety.



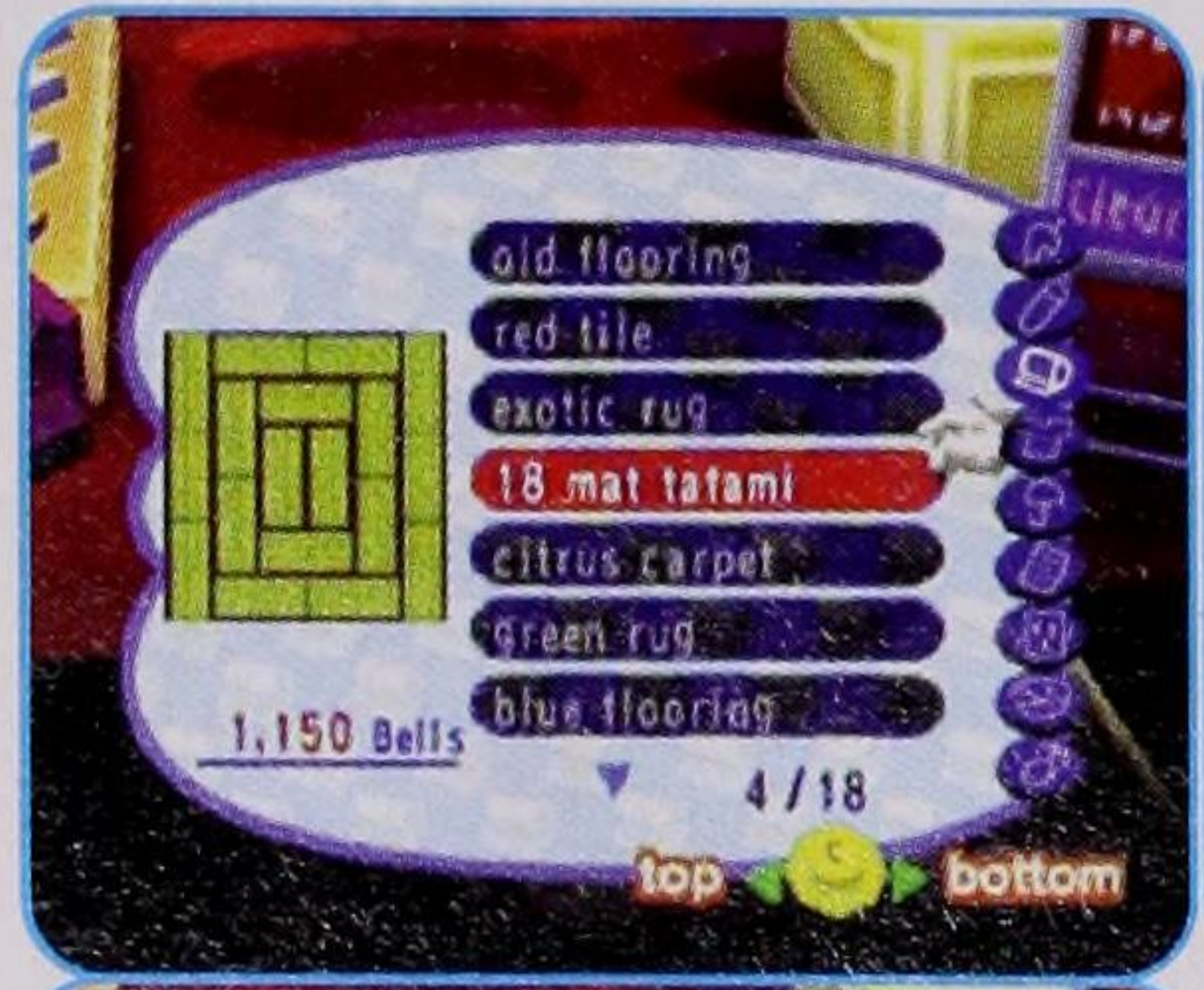
Saharah
I came from far away.
I wish to sell carpets.

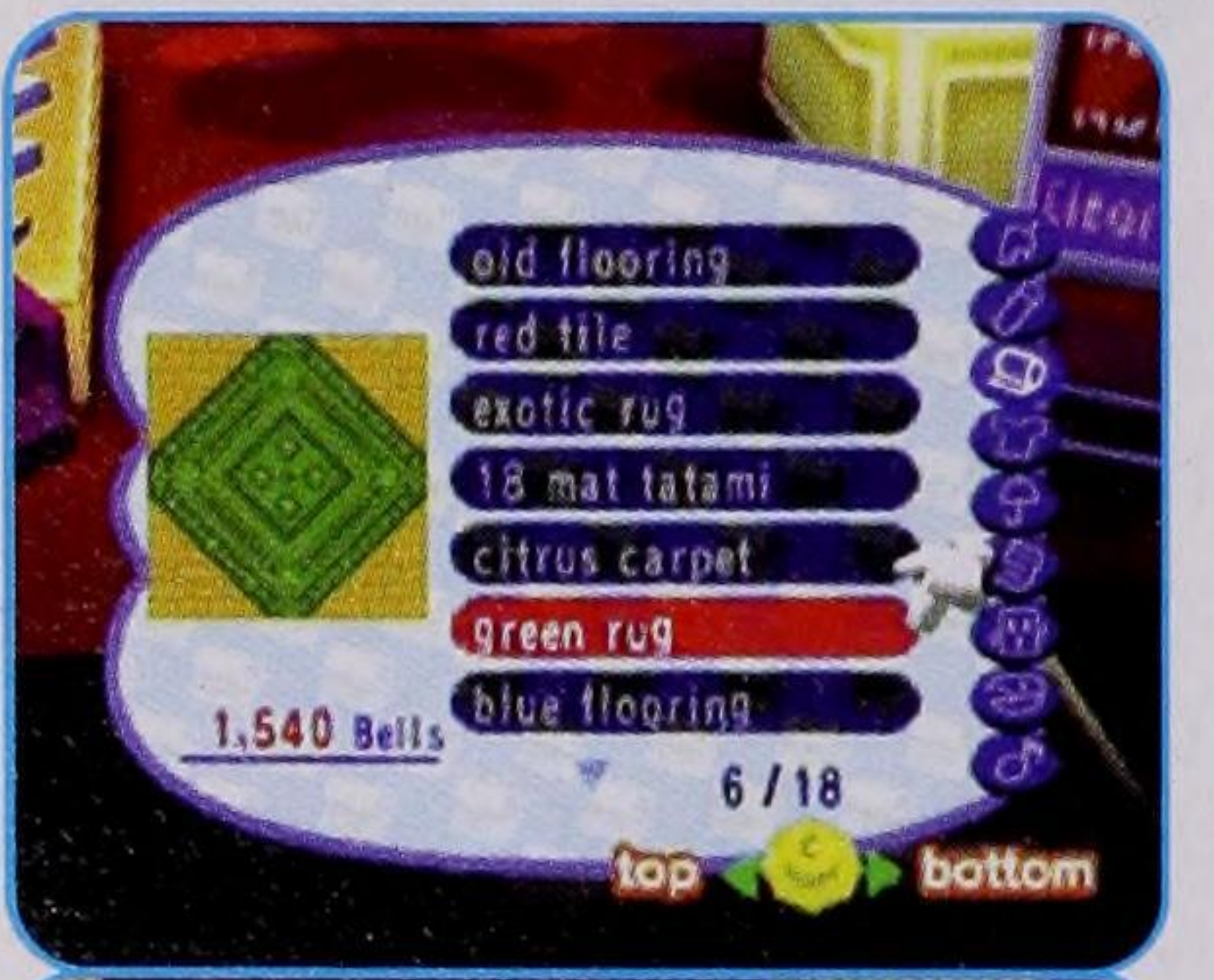
Every once in a while, a camel named Saharah visits your town. See him for a more exotic of rug. He appears only rarely, so buy when he arrives, as you never know when he'll be back! Carpets available only from Saharah are shown starting on the next page.

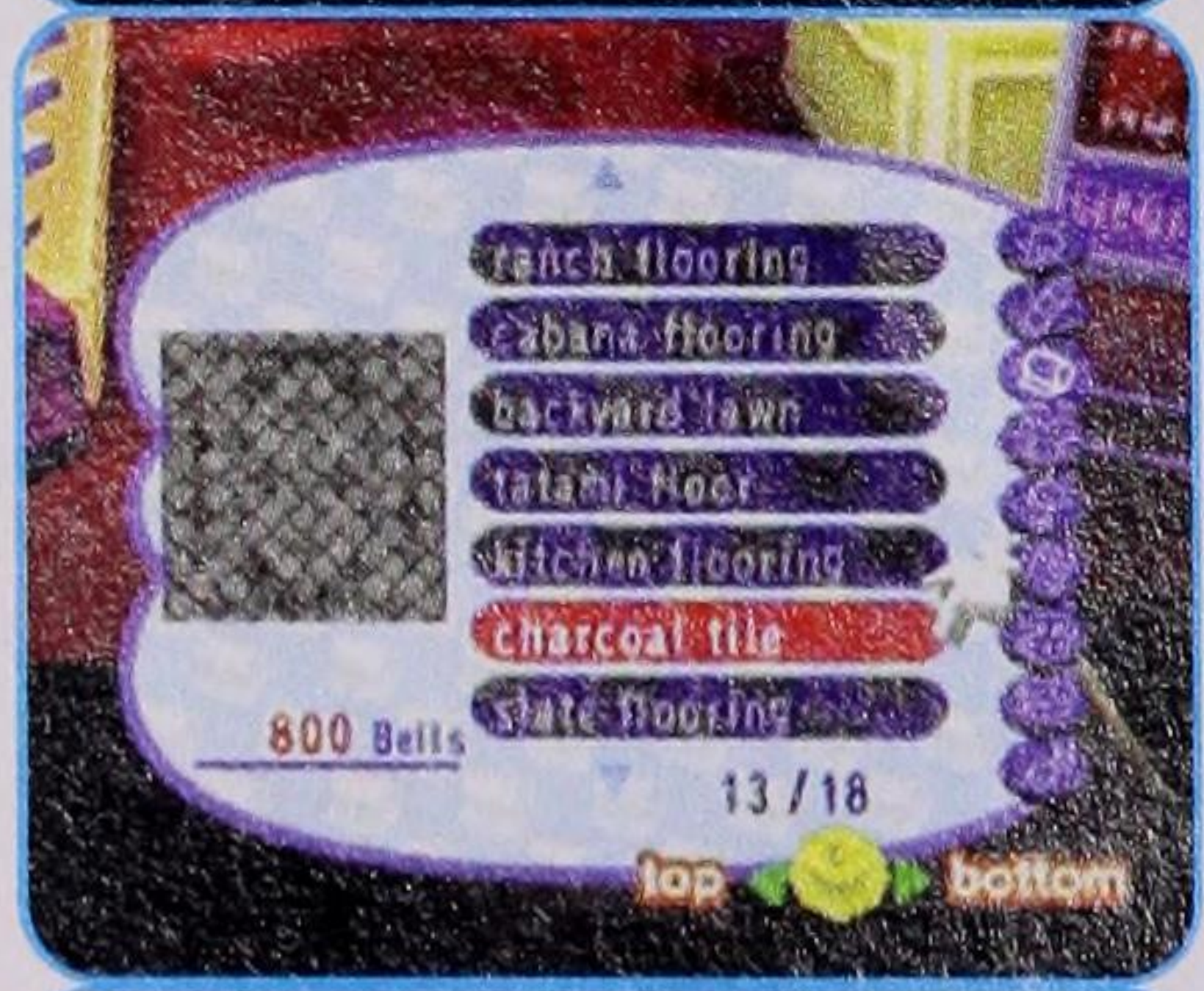
For every carpet texture, there is a complimentary wall texture that grants you extra points from the Happy Room Academy if you put both in your home. The charts show you which wallpaper matches.

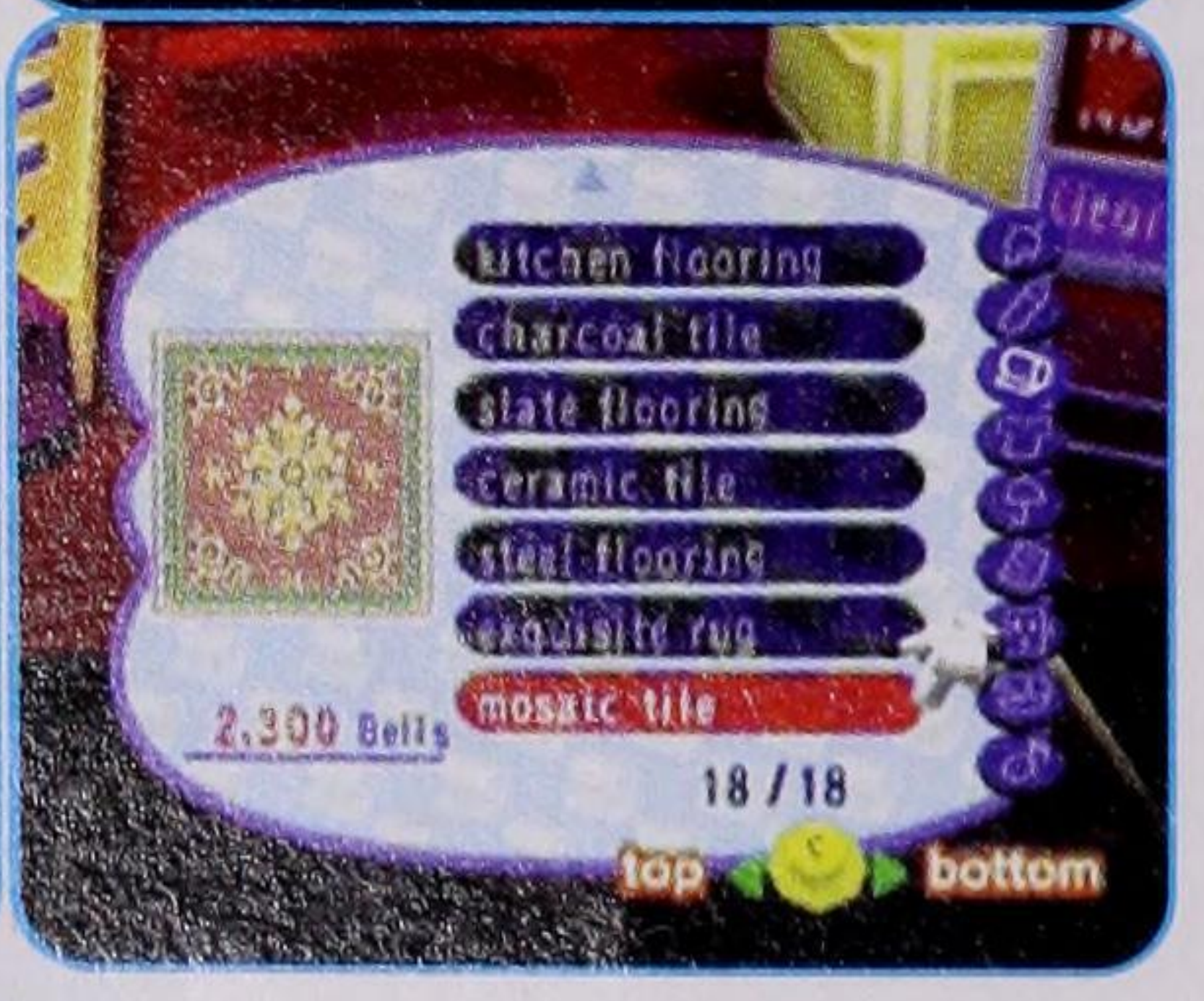
Lots of furniture is in the same series as your carpet and walls, too! In fact, check out furniture that starts with the same name as your walls and floor—then you'll know you're buying a matching room! Check the list earlier in this book for more information.

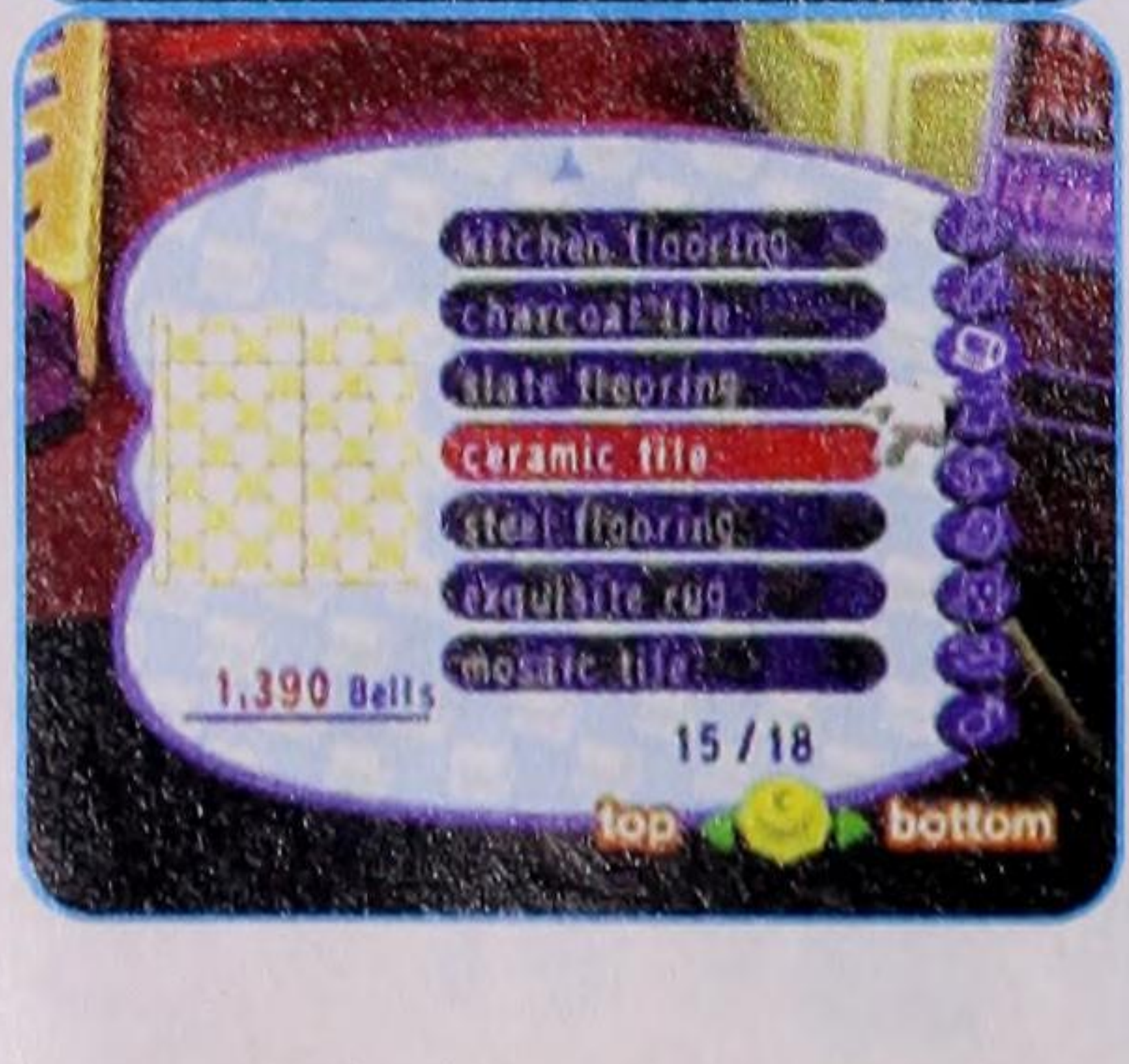
Complete Carpet Collection


old flooring
red tile
exotic rug
18 mat tatami
citrus carpet
green rug
blue flooring
1,150 Bells
4 / 18
top
bottom


old flooring
red tile
exotic rug
18 mat tatami
citrus carpet
green rug
blue flooring
1,540 Bells
6 / 18
top
bottom


ranch flooring
cabana flooring
backyard lawn
tatami floor
kitchen flooring
charcoal tile
slate flooring
800 Bells
13 / 18
top
bottom


kitchen flooring
charcoal tile
slate flooring
ceramic tile
steel flooring
exquisite rug
mosaic tile
2,300 Bells
18 / 18
top
bottom


kitchen flooring
charcoal tile
slate flooring
ceramic tile
steel flooring
exquisite rug
mosaic tile
1,390 Bells
15 / 18
top
bottom

Number: *1*
Name: *Plush Carpet* ☐
Icon: *B*
Matching Wallpaper: *Chic Wall*
Time Frame: *None*
Buy: *2,160*
Sell: *540*

Number: *2*
Name: *Classic Carpet* ☐
Icon: *A*
Matching Wallpaper: *Classic Wall*
Time Frame: *None*
Buy: *2,300*
Sell: *575*

Number: *3*
Name: *Checkered Tile* ☐
Icon: *A*
Matching Wallpaper: *Parlor Wall*
Time Frame: *None*
Buy: *1,680*
Sell: *420*

Number: *4*
Name: *Old Flooring* ☐
Icon: *C*
Matching Wallpaper: *Stone Wall*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *5*
Name: *Red Tile* ☐
Icon: *C*
Matching Wallpaper: *Blue-Trim Wall*
Time Frame: *None*
Buy: *1,680*
Sell: *420*

Number: *6*
Name: *Birch Flooring* ☐
Icon: *B*
Matching Wallpaper: *Plaster Wall*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *7*
Name: *Classroom Floor* ☐
Icon: *SA*
Matching Wallpaper: *Classroom Wall*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *6,000*
Sell: *1,500*

Number: *8*
Name: *Lovely Carpet* ☐
Icon: *B*
Matching Wallpaper: *Lovely Wall*
Time Frame: *None*
Buy: *1,980*
Sell: *495*

Number: *9*
Name: *Exotic Rug* ☐
Icon: *A*
Matching Wallpaper: *Exotic Wall*
Time Frame: *None*
Buy: *1,820*
Sell: *455*

Number: *10*
Name: *Mossy Carpet* ☐
Icon: *SA*
Matching Wallpaper: *Mortar Wall*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *8,000*
Sell: *2,000*

Number: *11*
Name: *18 Mat Tatami* ☐
Icon: *A*
Matching Wallpaper: *Gold Screen Wall*
Time Frame: *None*
Buy: *1,150*
Sell: *287*

Number: *12*
Name: *8 Mat Tatami* ☐
Icon: *C*
Matching Wallpaper: *Tea Room Wall*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *13*
Name: *Citrus Carpet* ☐
Icon: *B*
Matching Wallpaper: *Citrus Wall*
Time Frame: *None*
Buy: *1,330*
Sell: *332*

Number: *14*
Name: *Cabin Rug* ☐
Icon: *C*
Matching Wallpaper: *Cabin Wall*
Time Frame: *None*
Buy: *1,540*
Sell: *385*

Number: *15*
Name: *Closed Road* ☐
Icon: *SA*
Matching Wallpaper: *Blue Tarp*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *6,500*
Sell: *1,625*

Number: *16*
Name: *Lunar Surface* ☐
Icon: *SA*
Matching Wallpaper: *Lunar Horizon*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *8,000*
Sell: *2,000*

Number: *17*
Name: *Sand Garden* ☐
Icon: *SA*
Matching Wallpaper: *Garden Wall*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *7,000*
Sell: *1,750*

Number: *18*
Name: *Spooky Carpet* ☐
Icon: *HAL*
Matching Wallpaper: *Spooky Wall*
Time Frame: *10/31, 18:00-24:00; 11/01, 00:00-00-01:00*
Buy: *41,240*
Sell: *10,310*

Number: *19*
Name: *Western Desert* ☐
Icon: *SA*
Matching Wallpaper: *Western Vista*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *6,800*
Sell: *1,700*

Number: *20*
Name: *Green Rug* ☐
Icon: *B*
Matching Wallpaper: *Green Wall*
Time Frame: *None*
Buy: *1,540*
Sell: *385*

Number: *21*
Name: *Blue Flooring* ☐
Icon: *C*
Matching Wallpaper: *Blue Wall*
Time Frame: *None*
Buy: *1,580*
Sell: *395*

Number: *22*
Name: *Regal Carpet* ☐
Icon: *A*
Matching Wallpaper: *Regal Wall*
Time Frame: *None*
Buy: *2,850*
Sell: *712*

Number: *23*
Name: *Ranch Flooring* ☐
Icon: *A*
Matching Wallpaper: *Ranch Wall*
Time Frame: *None*
Buy: *1,750*
Sell: *437*

Number: *24*
Name: *Modern Tile* ☐
Icon: *B*
Matching Wallpaper: *Modern Wall*
Time Frame: *None*
Buy: *1,540*
Sell: *385*

Number: *25*
Name: *Cabana Flooring* ☐
Icon: *C*
Matching Wallpaper: *Cabana Wall*
Time Frame: *None*
Buy: *1,680*
Sell: *420*

Number: *26*
Name: *Snowman Carpet* ☐
Icon: *SN*
Matching Wallpaper: *Snowman Wall*
Time Frame: *12/25 (Snowman visit)*
Buy: *35,552*
Sell: *8,888*

Number: *27*
Name: *Backyard Lawn* ☐
Icon: *C*
Matching Wallpaper: *Backyard Fence*
Time Frame: *None*
Buy: *880*
Sell: *220*

Number: *28*
Name: *Music Room Floor* ☐
Icon: *SA*
Matching Wallpaper: *Music Room Wall*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *7,200*
Sell: *1,800*

Number: *29*
Name: *Plaza Tile* ☐
Icon: *B*
Matching Wallpaper: *Plaza Wall*
Time Frame: *None*
Buy: *2,180*
Sell: *545*

Number: *30*
Name: *Kitchen Tile* ☐
Icon: *B*
Matching Wallpaper: *Lattice Wall*
Time Frame: *None*
Buy: *1,890*
Sell: *472*
Number: *31*
Name: *Ornate Rug* ☐
Icon: *C*
Matching Wallpaper: *Ornate Wall*
Time Frame: *None*
Buy: *2,100*
Sell: *525*

Number: *32*
Name: *Tatami Floor* ☐
Icon: *A*
Matching Wallpaper: *Modern Screen*
Time Frame: *None*
Buy: *1,340*
Sell: *335*

Number: *33*
Name: *Bamboo Flooring* ☐
Icon: *C*
Matching Wallpaper: *Bamboo Wall*
Time Frame: *None*
Buy: *1,360*
Sell: *340*

Number: *34*
Name: *Kitchen Flooring* ☐
Icon: *A*
Matching Wallpaper: *Kitchen Wall*
Time Frame: *None*
Buy: *1,230*
Sell: *307*

Number: *35*
Name: *Charcoal Tile* ☐
Icon: *B*
Matching Wallpaper: *Old Brick Wall*
Time Frame: *None*
Buy: *800*
Sell: *200*

Number: *36*
Name: *Stone Tile* ☐
Icon: *B*
Matching Wallpaper: *Stately Wall*
Time Frame: *None*
Buy: *2,750*
Sell: *687*

Number: *37*
Name: *Imperial Tile* ☐
Icon: *C*
Matching Wallpaper: *Imperial Wall*
Time Frame: *None*
Buy: *2,980*
Sell: *745*

Number: *38*
Name: *Opulent Rug* ☐
Icon: *A*
Matching Wallpaper: *Manor Wall*
Time Frame: *None*
Buy: *1,230*
Sell: *307*

Number: *39*
Name: *Slate Flooring* ☐
Icon: *C*
Matching Wallpaper: *Ivy Wall*
Time Frame: *None*
Buy: *1,380*
Sell: *345*

Number: *40*
Name: *Ceramic Tile* ☐
Icon: *A*
Matching Wallpaper: *Mod Wall*
Time Frame: *None*
Buy: *1,390*
Sell: *349*

Number: *41*
Name: *Fancy Carpet* ☐
Icon: *B*
Matching Wallpaper: *Rose Wall*
Time Frame: *None*
Buy: *2,980*
Sell: *745*

Number: *42*
Name: *Cowhide Rug* ☐
Icon: *B*
Matching Wallpaper: *Wood Paneling*
Time Frame: *None*
Buy: *1,540*
Sell: *385*

Number: *43*
Name: *Steel Flooring* ☐
Icon: *C*
Matching Wallpaper: *Concrete Wall*
Time Frame: *None*
Buy: *1,480*
Sell: *370*

Number: *44*
Name: *Office Flooring* ☐
Icon: *SA*
Matching Wallpaper: *Office Wall*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *6,800*
Sell: *1,700*

Number: *45*
Name: *Ancient Tile* ☐
Icon: *SA*
Matching Wallpaper: *Ancient Wall*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *9,600*
Sell: *2,400*

Number: *46*
Name: *Exquisite Rug* ☐
Icon: *A*
Matching Wallpaper: *Exquisite Wall*
Time Frame: *None*
Buy: *1,960*
Sell: *490*

Number: *47*
Name: *Sandlot* ☐
Icon: *SA*
Matching Wallpaper: *Sandlot Wall*
Time Frame: *06:00-00-06:00 (Saharah Visit)*
Buy: *6,800*
Sell: *1,700*

Number: *48*
Name: *Jingle Carpet* ☐
Icon: *JI*
Matching Wallpaper: *Jingle Wall*
Time Frame: *12/24, 20:00--24:00; 12/25, 00:00--1:00*
Buy: *48,960*
Sell: *12,240*

Number: *49*
Name: *Daisy Meadow* ☐
Icon: *SA*
Matching Wallpaper: *Meadow Vista*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *7,200*
Sell: *1,800*

Number: *50*
Name: *Sidewalk* ☐
Icon: *SA*
Matching Wallpaper: *Tree-lined Wall*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *7,800*
Sell: *1,950*

Number: *51*
Name: *Mosaic Tile* ☐
Icon: *C*
Matching Wallpaper: *Mosaic Wall*
Time Frame: *None*
Buy: *2,300*
Sell: *575*

Number: *52*
Name: *Parquet Floor* ☐
Icon: *A*
Matching Wallpaper: *Arched Window*
Time Frame: *None*
Buy: *2,350*
Sell: *587*

Number: *53*
Name: *Basement Floor* ☐
Icon: *SA*
Matching Wallpaper: *Basement Wall*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *8500,500*
Sell: *2,125*

Number: *54*
Name: *Chessboard Rug* ☐
Icon: *SA*
Matching Wallpaper: *Backgammon Wall*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *8,300*
Sell: *2,075*

Number: *55*
Name: *Kiddie Carpet* ☐
Icon: *B*
Matching Wallpaper: *Kiddie Wall*
Time Frame: *None*
Buy: *1,630*
Sell: *407*

Number: *56*
Name: *Shanty Mat* ☐
Icon: *B***Matching Wallpaper:** *Shanty Wall*
Time Frame: *None*
Buy: *720*
Sell: *180*

Number: *57*
Name: *Concrete Floor* ☐
Icon: *SA*
Matching Wallpaper: *Industrial Wall*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *7,200*
Sell: *1,800*

Number: *58*
Name: *Saharah's Desert* ☐
Icon: *SA*
Matching Wallpaper: *Desert Vista*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *7,200*
Sell: *1,800*

Number: *59*
Name: *Tartan Rug* ☐
Icon: *A*
Matching Wallpaper: *Library Wall*
Time Frame: *None*
Buy: *1,820*
Sell: *455*

Number: *60*
Name: *Palace Tile* ☐
Icon: *A*
Matching Wallpaper: *Floral Wall*
Time Frame: *None*
Buy: *3,200*
Sell: *800*

Number: *61*
Name: *Tropical Floor* ☐
Icon: *SA*
Matching Wallpaper: *Tropical Vista*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *8,200*
Sell: *2,050*

Number: *62*
Name: *Playroom Rug* **q**
Icon: *A*
Matching Wallpaper: *Playroom Wall*
Time Frame: *None*
Buy: *1,360*
Sell: *340*

Number: *63*
Name: *Kitschy Tile* ☐
Icon: *B*
Matching Wallpaper: *Kitschy Wall*
Time Frame: *None*
Buy: *1,280*
Sell: *320*

Number: *64*
Name: *Diner Tile* ☐
Icon: *C*
Matching Wallpaper: *Groovy Wall*
Time Frame: *None*
Buy: *1,300*
Sell: *325*

Number: *65*
Name: *Boxing Ring Mat* ☐
Icon: *SA*
Matching Wallpaper: *Ringside Seating*
Time Frame: *06:00-00-06:00 (Saharah visit)*
Buy: *10,000*
Sell: *2,500*

Number: *66*
Name: *Harvest Rug* ☐
Icon: *HAR*
Matching Wallpaper: *Harvest Wall*
Time Frame: *(Approx 9/10) During Harvest Festival*
Buy: *4,800*
Sell: *1,200*

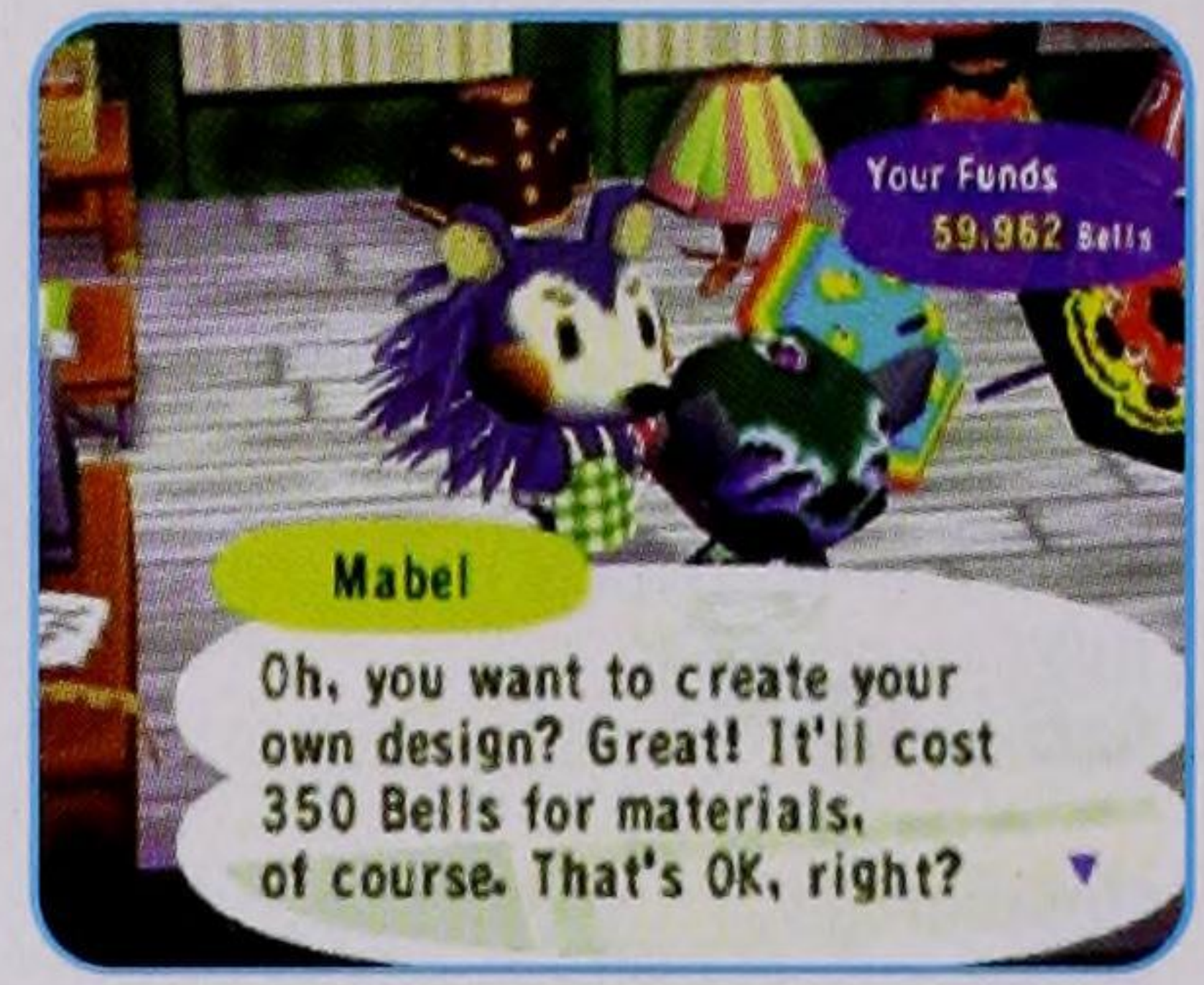
Finding Stylish Threads

How Are They Primarily Found?

- Purchasing from Tom Nook
- Purchasing from the Able Sisters
- Purchasing from Gracie
- Inhabitants' chores
- Collectible cards
- Certain times of year
- Town Dump
- Police Station

paw shirt
mint gingham
bad plaid shirt
folk shirt
380 Bells
4 / 59
top
bottom

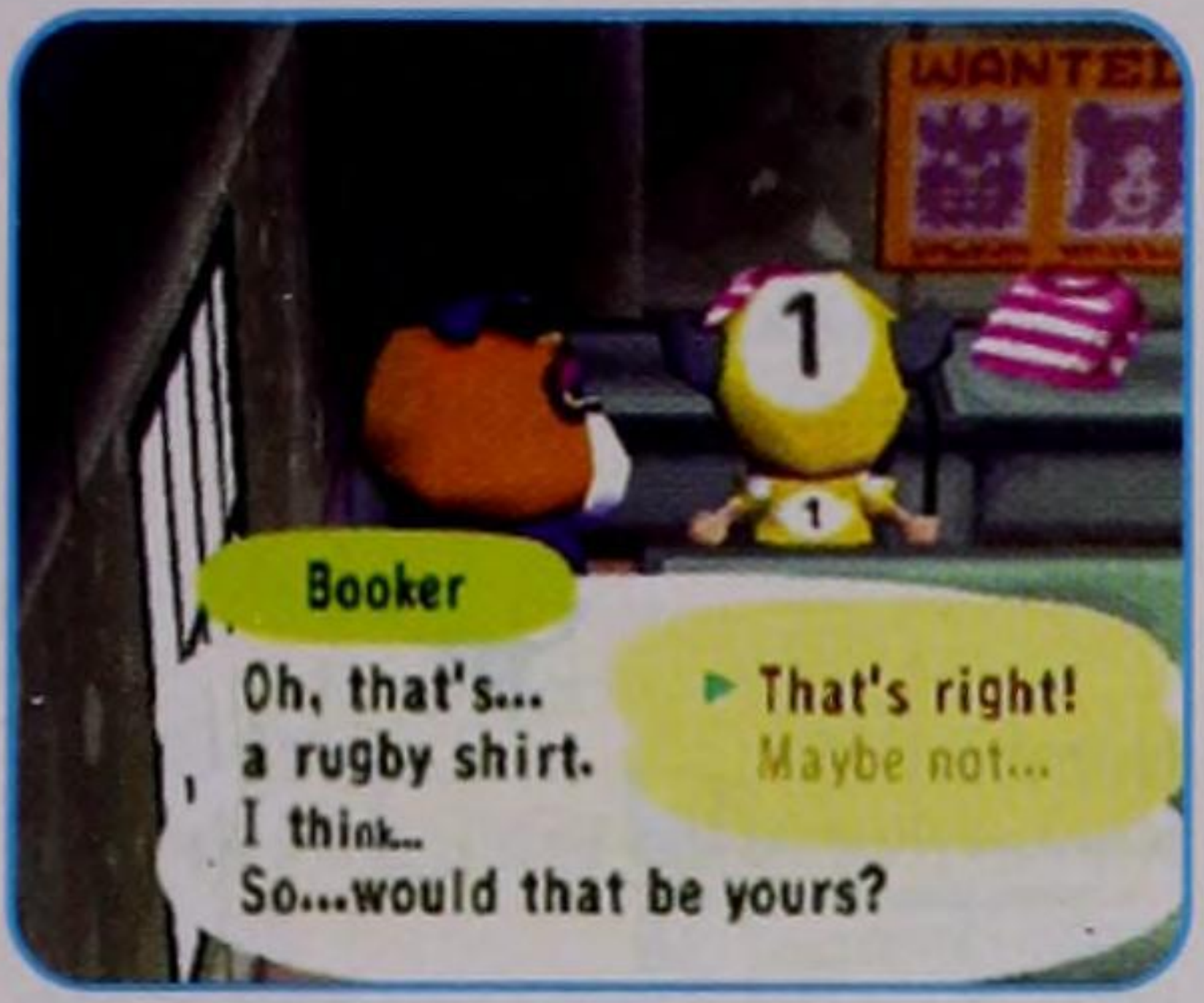
Aside from furniture, clothing represents the game's widest variety of options. After all, you've got to look your best while you're digging fossils or weeding the woodland!



Oh, you want to create your own design? Great! It'll cost 350 Bells for materials, of course. That's OK, right?

The earlier section on the Able Sisters tells you how to construct your own natty threads, and how to get other characters, both your friends and folks living in your town, to wear your designs.

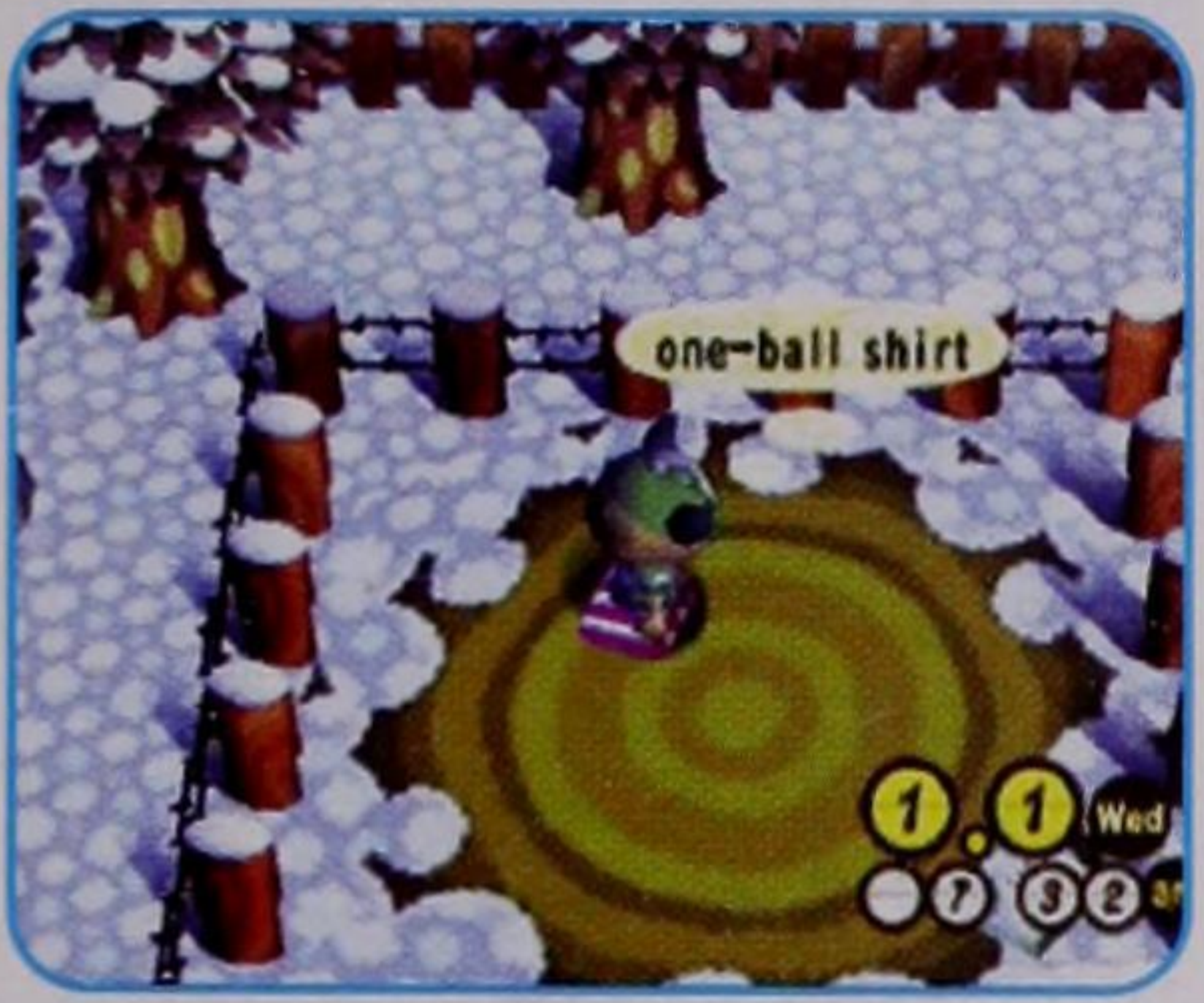
But the Able Sisters' store also has the following design patterns. Remember! If you aren't finding your funky patterns over at Tom Nook's, check out the Able Sisters.



WANTED
1
Booker
▸ That's right!
Maybe not...

Booker
Oh, that's...
a rugby shirt.
I think...
So...would that be yours?

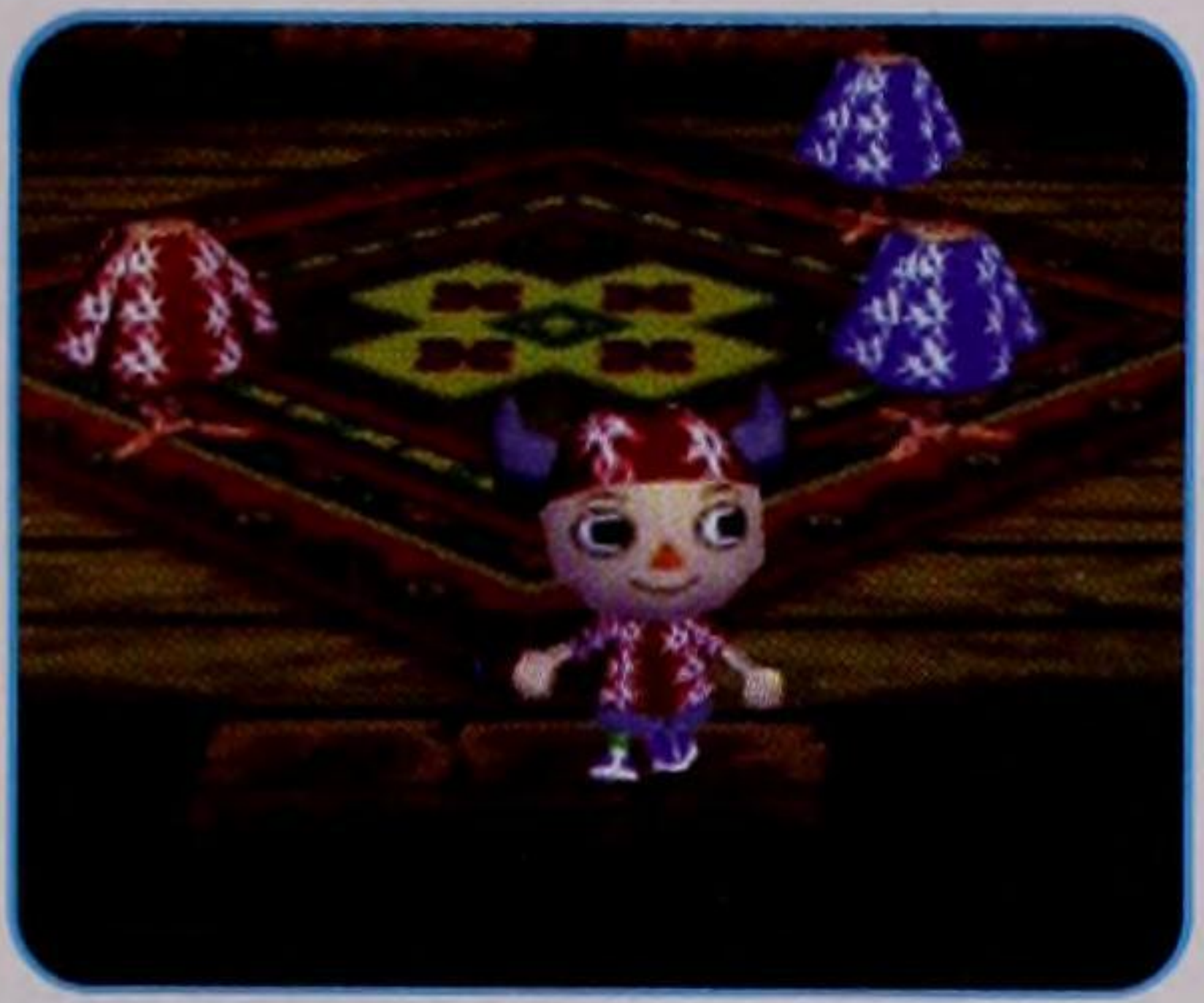
And you can always "appropriate" some clothing down at the Police Station. The benefit here is that the threads you take are free. And you can't get much cheaper than that!



one-ball shirt

Still not happy? Then check the Town Dump for fabulous findings. Again, free stuff is better than expensive clothing, and designs to die for could be there. Check back every day for more stuff.

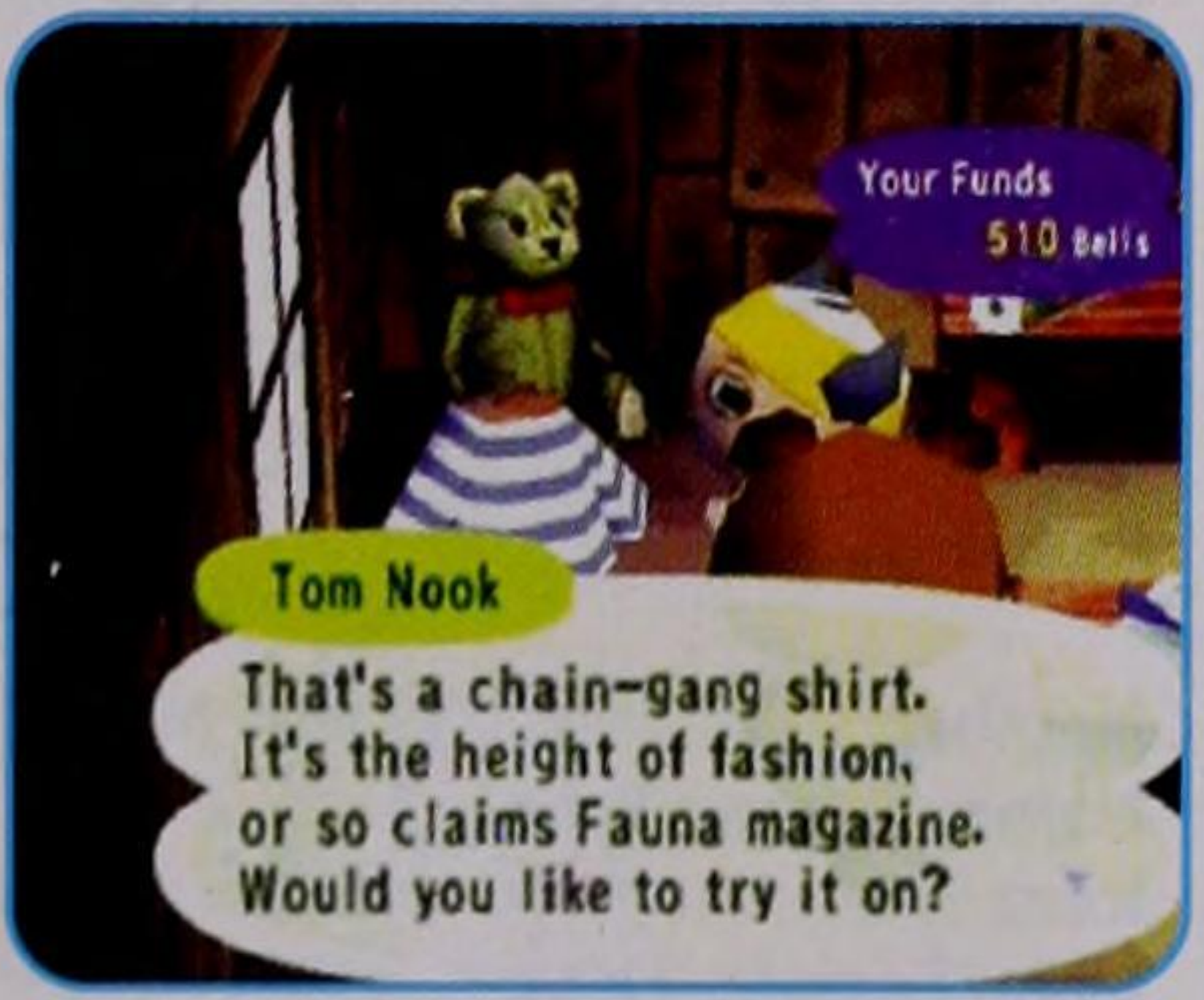
Did you recently dig a hole in the ground, shake a tree, or complete a task for a town inhabitant? If you did, clothing might be a prize for your efforts! This is another way to get free clothes!



Find cool threads on the Tropical Island, but only four mannequins hold the aloha prints. Tom Nook won't even pay Bells for them, so take them only if you like their style.

funktown
stinky
Letters
Bells
Items
180

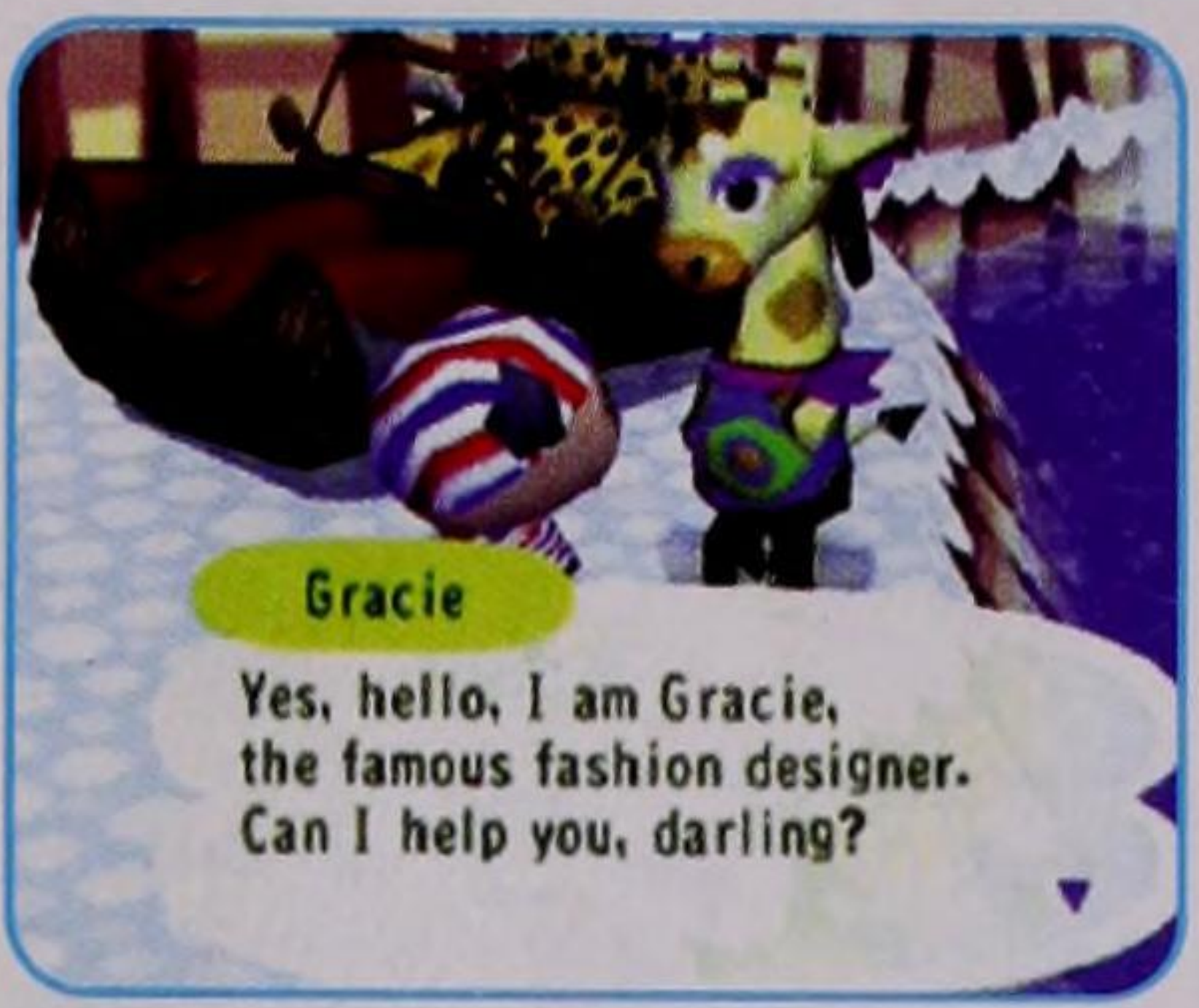
Some of the clothing mentioned below has a male or female preference; with some clothing constructed for female characters (such as the Folk Shirt), while others are more masculine (like the Flame Shirt). You can wear either type of clothing, though!



Your Funds
510 Bells

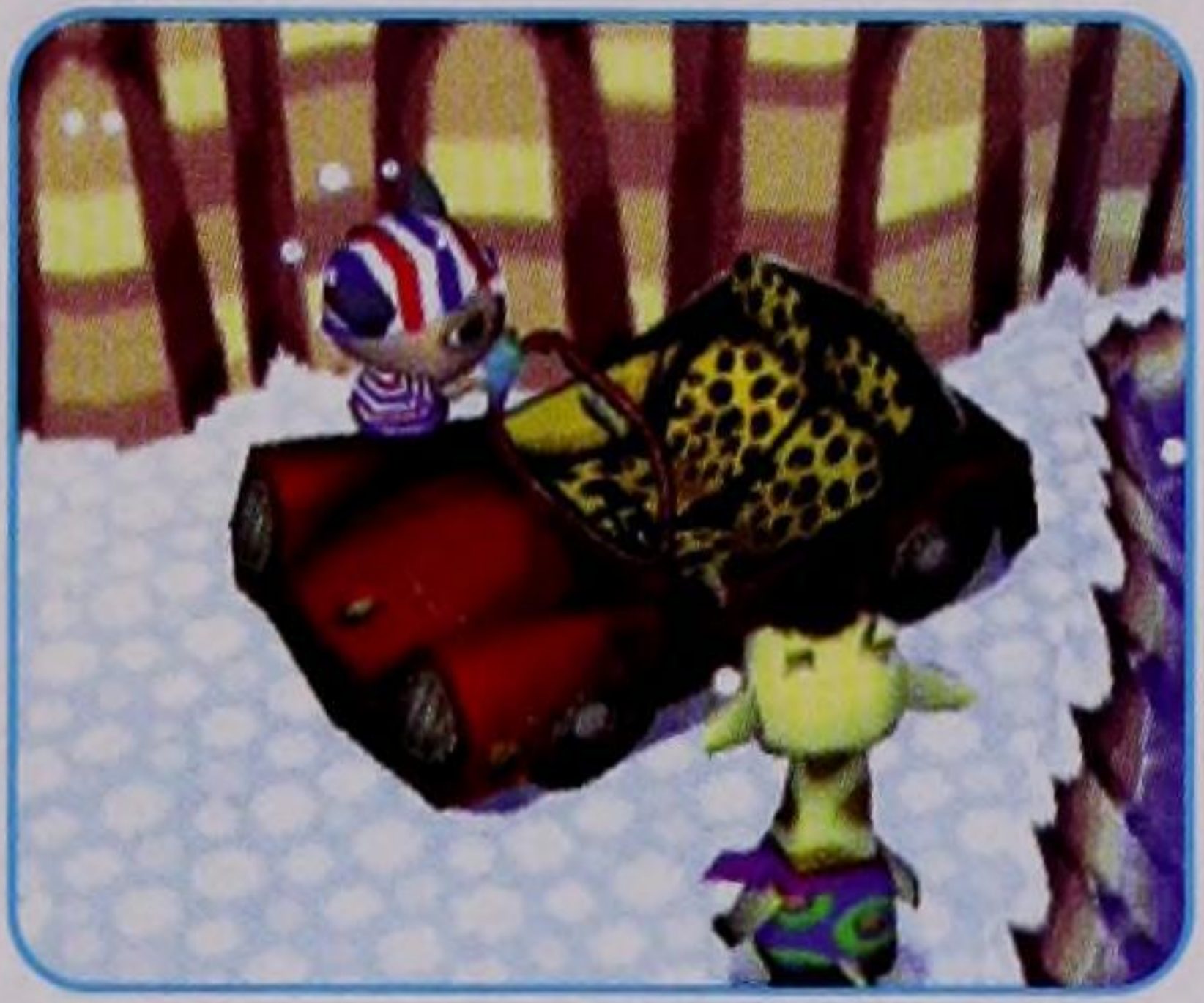
Tom Nook
That's a chain-gang shirt.
It's the height of fashion,
or so claims Fauna magazine.
Would you like to try it on?

The raccoon changes his clothing department every day, so check his new threads every time you shop. The stuff isn't cheap. If you sell clothing to Tom, you can mail order it from your catalog.

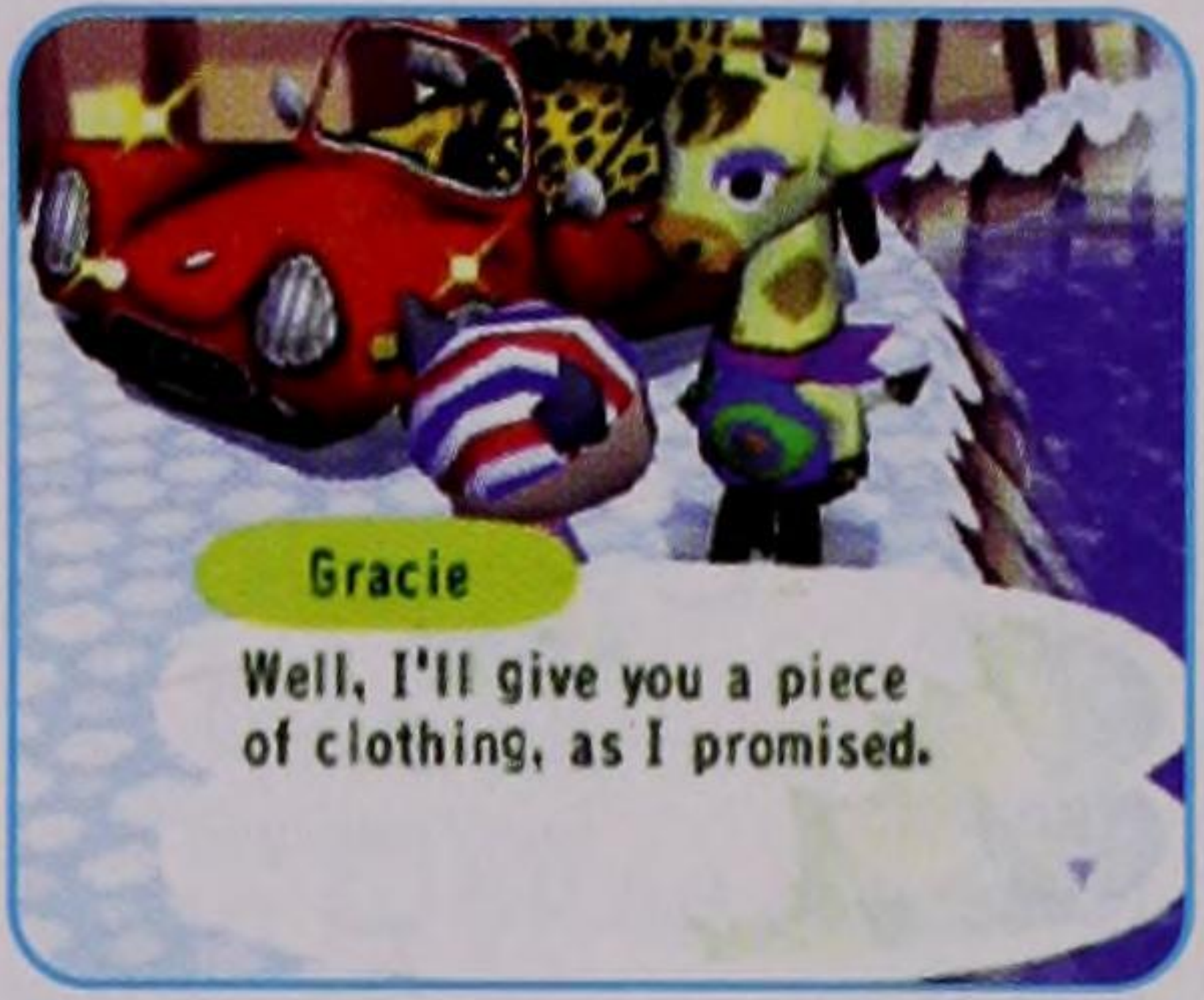


Gracie
Yes, hello, I am Gracie,
the famous fashion designer.
Can I help you, darling?

Finally, the fabulous Gracie sometimes appears, usually when the Police are on the lookout for illegally parked cars. She turns up in a cool racing ride. Problem is, this jalopy is dirty!



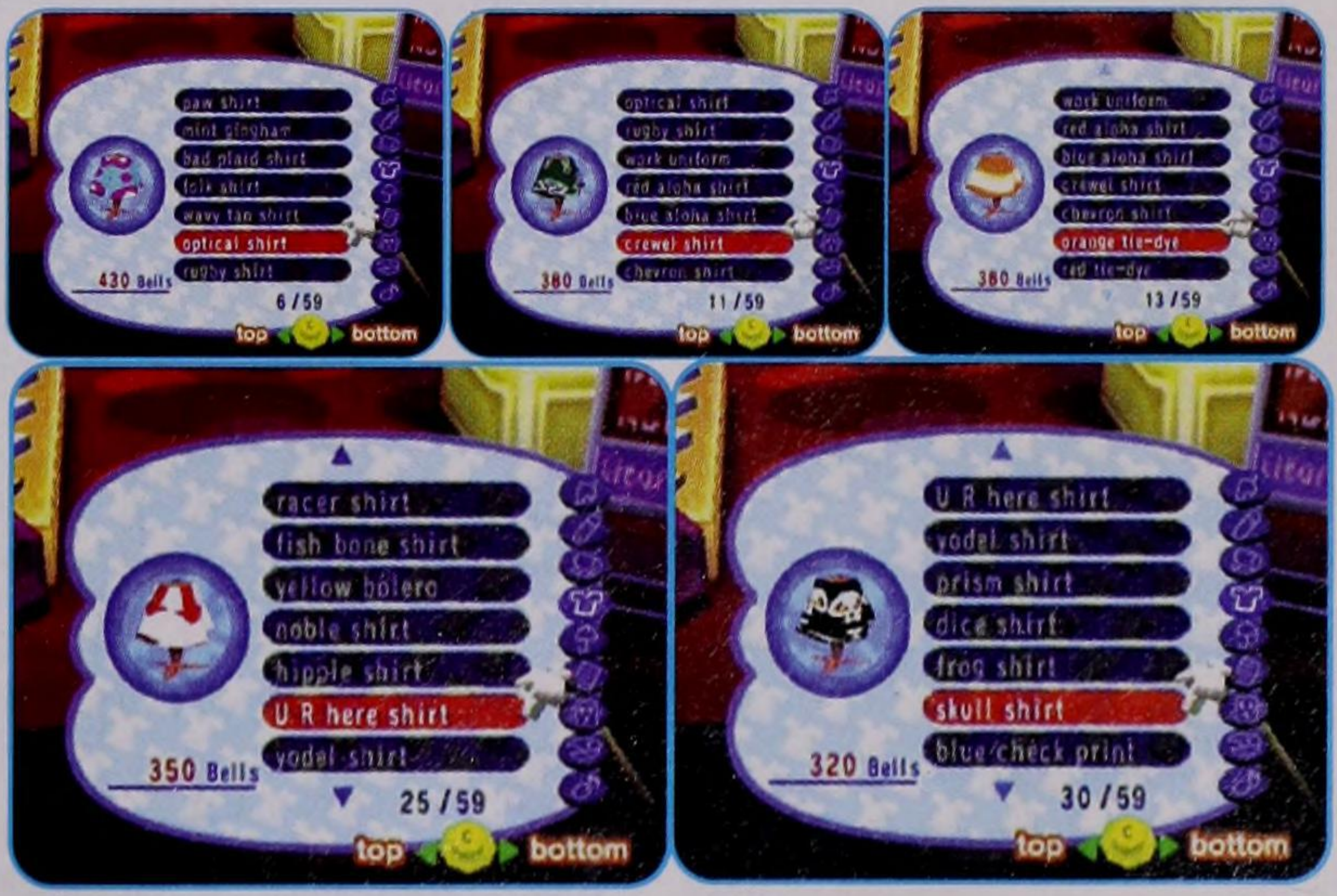
If you scrub her car clean fast enough, Gracie awards you with one of her own designs. These usually are worth a lot more than regular clothing. Scrub too slowly though, and you'll get nothing but a scolding from this giraffe with attitude!



Gracie
Well, I'll give you a piece
of clothing, as I promised.

The clothing Gracie gives out is noted in the list. Finally, head to another friend's town to see another collection of outfits in the stores mentioned above, or trade clothing you want with a chum!

Complete Clothing Collection



paw shirt
mint gingham
bad plaid shirt
folk shirt
wavy tan shirt
optical shirt
rugby shirt
430 Bells
6 / 59
top
bottom
optical shirt
rugby shirt
work uniform
red aloha shirt
blue aloha shirt
crewel shirt
chevron shirt
380 Bells
11 / 59
top
bottom
work uniform
red aloha shirt
blue aloha shirt
crewel shirt
chevron shirt
orange tie-dye
red tie-dye
380 Bells
13 / 59
top
bottom
racer shirt
fish bone shirt
yellow bolero
noble shirt
hippie shirt
U R here shirt
yodel shirt
350 Bells
25 / 59
top
bottom
U R here shirt
yodel shirt
prism shirt
dice shirt
frog shirt
skull shirt
blue check print
320 Bells
30 / 59
top
bottom

Number: *1*
Name: *Flame Shirt* ☐
Icon: *A*
Male/Female: *M*
Time Frame: *None*
Buy: *360*
Sell: *90*

Number: *2*
Name: *Paw Shirt* ☐
Icon: *C*
Male/Female: *M*
Time Frame: *None*
Buy: *360*
Sell: *90*

Number: *3*
Name: *Wavy Pink Shirt* ☐
Icon: *B*
Male/Female: *M*
Time Frame: *Fall*
Buy: *360*
Sell: *90*

Number: *4*
Name: *Future Shirt* ☐
Icon: *A*
Male/Female: *M*
Time Frame: *None*
Buy: *390*
Sell: *97*

Number: *5*
Name: *Bold Check Shirt* ☐
Icon: *B*
Male/Female: *M*
Time Frame: *None*
Buy: *360*
Sell: *90*

Number: *6*
Name: *Mint Gingham* ☐
Icon: *C*
Male/Female: *M*
Time Frame: *None*
Buy: *330*
Sell: *82*

Number: *7*
Name: *Bad Plaid Shirt* ☐
Icon: *B*
Male/Female: *M*
Time Frame: *None*
Buy: *420*
Sell: *105*

Number: *8*
Name: *Speedway Shirt* ☐
Icon: *C*
Male/Female: *M*
Time Frame: *Summer*
Buy: *290*
Sell: *72*

Number: *9*
Name: *Folk Shirt* ☐
Icon: *A*
Male/Female: *F*
Time Frame: *Winter*
Buy: *380*
Sell: *95*

Number: *10*
Name: *Daisy Shirt* ☐
Icon: *C*
Male/Female: *F*
Time Frame: *Summer*
Buy: *380*
Sell: *95*

Number: *11*
Name: *Wavy Tan Shirt* ☐
Icon: *C*
Male/Female: *F*
Time Frame: *Fall*
Buy: *360*
Sell: *90*

Number: *12*
Name: *Optical Shirt* ☐
Icon: *B*
Male/Female: *F*
Time Frame: *None*
Buy: *430*
Sell: *107*

Number: *13*
Name: *Rugby Shirt* ☐
Icon: *A*
Male/Female: *F*
Time Frame: *None*
Buy: *360*
Sell: *90*
Number: *14*
Name: *Sherbet Gingham* ☐
Icon: *A*
Male/Female: *F*
Time Frame: *Fall*
Buy: *330*
Sell: *82*

Number: *15*
Name: *Yellow Tartan* ☐
Icon: *B*
Male/Female: *F*
Time Frame: *Spring*
Buy: *430*
Sell: *107*

Number: *16*
Name: *Gelato Shirt* ☐
Icon: *C*
Male/Female: *F*
Time Frame: *None*
Buy: *330*
Sell: *82*

Number: *17*
Name: *Work Uniform* ☐
Icon: *TN*
Male/Female: *Either*
Time Frame: *Worn when working for Tom Nook*
Buy: *0*
Sell: *0*

Number: *18*
Name: *Patched Shirt* ☐
Icon: *HAL*
Male/Female: *Either*
Time Frame: *10/31, 18:00-24:00; 11/01, 00:00-01:00*
Buy: *0*
Sell: *0*

Number: *19*
Name: *Plum Kimono* ☐
Icon: *??*
Male/Female: *Either*
Time Frame: *??*
Buy: *0*
Sell: *0*

Number: *20*
Name: *Somber Robe* ☐
Icon: *??*
Male/Female: *Either*
Time Frame: *??*
Buy: *0*
Sell: *0*

Number: *21*
Name: *Red Sweatsuit* ☐
Icon: *??*
Male/Female: *Either*
Time Frame: *??*
Buy: *0*
Sell: *0*

Number: *22*
Name: *Blue Sweatsuit* ☐
Icon: *??*
Male/Female: *Either*
Time Frame: *??*
Buy: *0*
Sell: *0*

Number: *23*
Name: *Red Puffy Vest* ☐
Icon: *??*
Male/Female: *Either*
Time Frame: *??*
Buy: *0*
Sell: *0*

Number: *24*
Name: *Blue Puffy Vest* ☐
Icon: *??*
Male/Female: *Either*
Time Frame: *??*
Buy: *0*
Sell: *0*

Number: *25*
Name: *Summer Robe* ☐
Icon: *??*
Male/Female: *Either*
Time Frame: *??*
Buy: *0*
Sell: *0*

Number: *26*
Name: *Bamboo Robe* ☐
Icon: *??*
Male/Female: *Either*
Time Frame: *??*
Buy: *0*
Sell: *0*

Number: *27*
Name: *Red Aloha Vest* ☐
Icon: *IS*
Male/Female: *Either*
Time Frame: *On Tropical Island*
Buy: *0*
Sell: *0*

Number: *28*
Name: *Blue Aloha Vest* ☐
Icon: *IS*
Male/Female: *Either*
Time Frame: *On Tropical Island*
Buy: *0*
Sell: *0*

Number: *29*
Name: *Dark Polka Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *350*
Sell: *87*

Number: *30*
Name: *Light Polka Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *31*
Name: *Lovely Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *400*
Sell: *100*

Number: *32*
Name: *Citrus Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,400*
Sell: *1,600*

Number: *33*
Name: *Kiwi Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,400*
Sell: *1,600*

Number: *34*
Name: *Watermelon Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,400*
Sell: *1,600*

Number: *35*
Name: *Strawberry Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,400*
Sell: *1,600*

Number: *36*
Name: *Grape Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,400*
Sell: *1,600*

Number: *37*
Name: *Melon Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,400*
Sell: *1,600*

Number: *38*
Name: *Jingle Shirt* ☐
Icon: *JI*
Male/Female: *Either*
Time Frame: *12/24, 20:00-24:00; 12/25, 00:00-01:00*
Buy: *0*
Sell: *0*

Number: *39*
Name: *Blossom Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *370*
Sell: *92*

Number: *40*
Name: *Icy Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *390*
Sell: *97*

Number: *41*
Name: *Crewel Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *380*
Sell: *95*

Number: *42*
Name: *Tropical Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *370*
Sell: *92*

Number: *43*
Name: *Ribbon Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *370*
Sell: *92*

Number: *44*
Name: *Fall Plaid Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *370*
Sell: *92*

Number: *45*
Name: *Fiendish Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,800*
Sell: *1,700*

Number: *46*
Name: *Chevron Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *320*
Sell: *80*

Number: *47*
Name: *Ladybug Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *5,400*
Sell: *1,350*

Number: *48*
Name: *Botanical Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *420*
Sell: *105*

Number: *49*
Name: *Anju's Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *460*
Sell: *115*

Number: *50*
Name: *Kaffe's Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *460*
Sell: *115*

Number: *51*
Name: *Lavender Robe* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *5,800*
Sell: *1,450*

Number: *52*
Name: *Blue Grid Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *340*
Sell: *85*

Number: *53*
Name: *Butterfly Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *7,200*
Sell: *1,800*

Number: *54*
Name: *Blue Tartan* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *Summer, 06:00-06:00 (Gracie visit)*
Buy: *390*
Sell: *1800*

Number: *55*
Name: *Gracie's Top* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,200*
Sell: *1,550*

Number: *56*
Name: *Orange Tie-dye* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *57*
Name: *Purple Tie-dye* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *58*
Name: *Green Tie-dye* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *59*
Name: *Blue Tie-dye* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *60*
Name: *Red Tie-dye* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *61*
Name: *One-ball Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *62*
Name: *Two-ball Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *63*
Name: *Three-ball Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *64*
Name: *Four-ball Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *65*
Name: *Five-ball Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *66*
Name: *Six-ball Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *67*
Name: *Seven-ball Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *68*
Name: *Eight-ball Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *69*
Name: *Nine-ball Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *70*
Name: *Arctic Camo* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *320*
Sell: *80*

Number: *71*
Name: *Jungle Camo* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *320*
Sell: *80*

Number: *72*
Name: *Desert Camo* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *320*
Sell: *80*

Number: *73*
Name: *Rally Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *74*
Name: *Racer Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *75*
Name: *Racer 6 Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *76*
Name: *Fish Bone Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *77*
Name: *Spiderweb Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *320*
Sell: *80*

Number: *78*
Name: *Zipper Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *320*
Sell: *80*

Number: *79*
Name: *Bubble Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *410*
Sell: *102*

Number: *80*
Name: *Yellow Bolero* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *430*
Sell: *107*

Number: *81*
Name: *Nebula Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *390*
Sell: *97*

Number: *82*
Name: *Neo-classic Knit* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *380*
Sell: *95*

Number: *83*
Name: *Noble Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *84*
Name: *Turnip Top* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *350*
Sell: *87*

Number: *85*
Name: *Oft-seen Print* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *320*
Sell: *80*

Number: *86*
Name: *Ski Sweater* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *320*
Sell: *80*

Number: *87*
Name: *Circus Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *370*
Sell: *92*

Number: *88*
Name: *Patchwork Top* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *340*
Sell: *85*

Number: *89*
Name: *Mod Top* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *90*
Name: *Hippie Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *360*
Sell: *90*

Number: *91*
Name: *Rickrack Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *360*
Sell: *90*

Number: *92*
Name: *Diner Uniform* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *290*
Sell: *72*

Number: *93*
Name: *Shirt Circuit* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *5,120*
Sell: *1,280*

Number: *94*
Name: *U R Here Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *350*
Sell: *87*

Number: *95*
Name: *Yodel Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *350*
Sell: *87*

Number: *96*
Name: *Pulse Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,000*
Sell: *1,500*

Number: *97*
Name: *Prism Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *370*
Sell: *95*

Number: *98*
Name: *Star Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *370*
Sell: *95*

Number: *99*
Name: *Straw Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *360*
Sell: *90*

Number: *100*
Name: *Noodle Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *380*
Sell: *95*

Number: *101*
Name: *Dice Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *102*
Name: *Kiddle Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *103*
Name: *Frog Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *340*
Sell: *85*

Number: *104*
Name: *Moody Blue Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *123*
Sell: *30*

Number: *105*
Name: *Cloudy Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *320*
Sell: *80*

Number: *106*
Name: *Fortune Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *480*
Sell: *120*

Number: 107
Name: Skull Shirt ☐
Icon: C
Male/Female: Either
Time Frame: None
Buy: 320
Sell: 80

Number: 108
Name: Desert Shirt ☐
Icon: A
Male/Female: Either
Time Frame: Winter
Buy: 390
Sell: 97

Number: 109
Name: Aurora Knit ☐
Icon: B
Male/Female: Either
Time Frame: Winter
Buy: 380
Sell: 95

Number: 110
Name: Winter Sweater ☐
Icon: C
Male/Female: Either
Time Frame: Winter
Buy: 290
Sell: 72

Number: 111
Name: Go-go Shirt ☐
Icon: C
Male/Female: Either
Time Frame: Fall
Buy: 360
Sell: 90

Number: 112
Name: Jade Check Print ☐
Icon: A
Male/Female: Either
Time Frame: None
Buy: 360
Sell: 90

Number: 113
Name: Blue Check Print ☐
Icon: A
Male/Female: Either
Time Frame: Fall
Buy: 360
Sell: 90

Number: 114
Name: Red Grid Shirt ☐
Icon: B
Male/Female: Either
Time Frame: None
Buy: 360
Sell: 90

Number: 115
Name: Flicker Shirt ☐
Icon: C
Male/Female: Either
Time Frame: None
Buy: 360
Sell: 90

Number: 116
Name: Floral Knit ☐
Icon: B
Male/Female: Either
Time Frame: Spring
Buy: 420
Sell: 105

Number: 117
Name: Rose Shirt ☐
Icon: A
Male/Female: Either
Time Frame: None
Buy: 480
Sell: 120

Number: 118
Name: Sunset Top ☐
Icon: B
Male/Female: Either
Time Frame: None
Buy: 290
Sell: 72

Number: 119
Name: Chain-gand Shirt ☐
Icon: C
Male/Female: Either
Time Frame: None
Buy: 260
Sell: 65

Number: 120
Name: Spring Shirt ☐
Icon: C
Male/Female: Either
Time Frame: Spring
Buy: 320
Sell: 80

Number: 121
Name: Bear Shirt ☐
Icon: A
Male/Female: Either
Time Frame: None
Buy: 390
Sell: 97

Number: 122
Name: MVP Shirt ☐
Icon: B
Male/Female: Either
Time Frame: None
Buy: 370
Sell: 92

Number: 123
Name: Silk Bloom Shirt ☐
Icon: A
Male/Female: Either
Time Frame: Spring
Buy: 480
Sell: 120

Number: 124
Name: Pop Bloom Shirt ☐
Icon: A
Male/Female: Either
Time Frame: None
Buy: 360
Sell: 90

Number: 125
Name: Loud Bloom Shirt ☐
Icon: B
Male/Female: Either
Time Frame: Summer
Buy: 360
Sell: 90

Number: 126
Name: Hot Spring Shirt ☐
Icon: B
Male/Female: Either
Time Frame: Spring
Buy: 520
Sell: 130

Number: 127
Name: New Spring Shirt ☐
Icon: C
Male/Female: Either
Time Frame: Spring
Buy: 520
Sell: 130

Number: 128
Name: Deep Blue Tee ☐
Icon: B
Male/Female: Either
Time Frame: None
Buy: 380
Sell: 95

Number: 129
Name: Snowcone Shirt ☐
Icon: A
Male/Female: Either
Time Frame: Summer
Buy: 420
Sell: 105

Number: 130
Name: Ugly Shirt ☐
Icon: B
Male/Female: Either
Time Frame: Summer
Buy: 420
Sell: 105

Number: 131
Name: Sharp Outfit ☐
Icon: A
Male/Female: Either
Time Frame: Winter
Buy: 290
Sell: 72

Number: 132
Name: Painter's Smock ☐
Icon: B
Male/Female: Either
Time Frame: Fall
Buy: 360
Sell: 90

Number: 133
Name: Spade Shirt ☐
Icon: C
Male/Female: Either
Time Frame: None
Buy: 340
Sell: 85

Number: 134
Name: Blossoming Shirt ☐
Icon: A
Male/Female: Either
Time Frame: Spring
Buy: 390
Sell: 97

Number: 135
Name: Peachy Shirt ☐
Icon: B
Male/Female: Either
Time Frame: Spring
Buy: 390
Sell: 97

Number: 136
Name: Static Shirt ☐
Icon: C
Male/Female: Either
Time Frame: Fall
Buy: 360
Sell: 90

Number: 137
Name: Rainbow Shirt ☐
Icon: A
Male/Female: Either
Time Frame: Summer
Buy: 777
Sell: 194

Number: 138
Name: Groovy Shirt ☐
Icon: GR
Male/Female: Either
Time Frame: 06:00-06:00 (Gracie visit)
Buy: 6,400
Sell: 1,600

Number: 139
Name: Loud Line Shirt ☐
Icon: B
Male/Female: Either
Time Frame: Summer
Buy: 370
Sell: 92

Number: 140
Name: Dazed Shirt ☐
Icon: C
Male/Female: Either
Time Frame: Summer
Buy: 350
Sell: 87

Number: 141
Name: Red Bar Shirt ☐
Icon: C
Male/Female: Either
Time Frame: None
Buy: 360
Sell: 90

Number: 142
Name: Blue Stripe Knit ☐
Icon: A
Male/Female: Either
Time Frame: Summer
Buy: 340
Sell: 85

Number: *143*
Name: *Earthy Knit* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *390*
Sell: *97*

Number: *144*
Name: *Spunky Knit* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *360*
Sell: *90*

Number: *145*
Name: *Deer Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *380*
Sell: *95*

Number: *146*
Name: *Blue Check Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *147*
Name: *Light Line Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *380*
Sell: *95*

Number: *148*
Name: *Blue Pinstripe* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *380*
Sell: *95*

Number: *149*
Name: *Diamond Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *150*
Name: *Lime Line Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *380*
Sell: *95*

Number: *151*
Name: *Big Bro's Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *320*
Sell: *80*

Number: *152*
Name: *Green Bar Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *320*
Sell: *80*

Number: *153*
Name: *Yellow Bar Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *320*
Sell: *80*

Number: *154*
Name: *Monkey Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *380*
Sell: *95*

Number: *155*
Name: *Polar Fleece* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *360*
Sell: *90*

Number: *156*
Name: *Ancient Knit* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *390*
Sell: *97*

Number: *157*
Name: *Fish Knit* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *380*
Sell: *95*

Number: *158*
Name: *Vertigo Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *370*
Sell: *92*

Number: *159*
Name: *Misty Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *160*
Name: *Stormy Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *161*
Name: *Red Scale Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *370*
Sell: *92*

Number: *162*
Name: *Blue Scale Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *370*
Sell: *92*

Number: *163*
Name: *Heart Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *360*
Sell: *90*

Number: *164*
Name: *Yellow Pinstripe* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *360*
Sell: *90*

Number: *165*
Name: *Club Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *360*
Sell: *90*

Number: *166*
Name: *Li'l Bro's Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *320*
Sell: *80*

Number: *167*
Name: *Argyle Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *460*
Sell: *115*

Number: *168*
Name: *Caveman Tunic* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *169*
Name: *Café Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *420*
Sell: *105*

Number: *170*
Name: *Tiki Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *400*
Sell: *100*

Number: *171*
Name: *A Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *370*
Sell: *92*

Number: *172*
Name: *Checkered Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *390*
Sell: *97*

Number: *173*
Name: *No. 1 Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *250*
Sell: *62*

Number: *174*
Name: *No. 2 Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *250*
Sell: *62*

Number: *175*
Name: *No. 3 Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *250*
Sell: *62*

Number: *176*
Name: *No. 4 Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *250*
Sell: *62*

Number: *177*
Name: *No. 5 Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *250*
Sell: *62*

Number: *178*
Name: *No. 23 Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *250*
Sell: *62*

Number: *179*
Name: *No. 67 Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *250*
Sell: *62*

Number: *180*
Name: *BB Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *350*
Sell: *87*

Number: *181*
Name: *Beatnik Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *360*
Sell: *90*

Number: *182*
Name: *Moldy Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *50*
Sell: *12*

Number: *183*
Name: *Houndstooth Tee* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *350*
Sell: *87*

Number: *184*
Name: *Big Star Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *400*
Sell: *100*

Number: *185*
Name: *Orange Pinstripe* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *5,000*
Sell: *1,250*

Number: *186*
Name: *Twinkle Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *480*
Sell: *120*

Number: *187*
Name: *Funky Dot Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *430*
Sell: *107*

Number: *188*
Name: *Crossing Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,200*
Sell: *1,550*

Number: *189*
Name: *Splendid Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,200*
Sell: *1,550*

Number: *190*
Name: *Jagged Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *360*
Sell: *90*

Number: *191*
Name: *Denim Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *390*
Sell: *97*

Number: *192*
Name: *Cherry Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *193*
Name: *Gumdrop Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *390*
Sell: *97*

Number: *194*
Name: *Barber Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *195*
Name: *Concierge Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *350*
Sell: *87*

Number: *196*
Name: *Fresh Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *197*
Name: *Far-out Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *380*
Sell: *95*

Number: *198*
Name: *Dawn Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *380*
Sell: *95*

Number: *199*
Name: *Striking Outfit* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *460*
Sell: *115*

Number: *200*
Name: *Red Check Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *330*
Sell: *82*

Number: *201*
Name: *Berry Gingham* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *330*
Sell: *82*

Number: *202*
Name: *Lemon Gingham* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *330*
Sell: *82*

Number: *203*
Name: *Dragon Suit* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *340*
Sell: *85*

Number: *204*
Name: *G Logo Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *128*
Sell: *32*

Number: *205*
Name: *Tin Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,400*
Sell: *1,600*

Number: *206*
Name: *Jester Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *420*
Sell: *105*

Number: *207*
Name: *Pink Tartan* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *420*
Sell: *105*

Number: *208*
Name: *Waffle Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *430*
Sell: *107*

Number: *209*
Name: *Gray Tartan* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *420*
Sell: *105*

Number: *210*
Name: *Windsock Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *320*
Sell: *80*

Number: *211*
Name: *Trendy Top* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *360*
Sell: *90*

Number: *212*
Name: *Green Ring Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *180*
Sell: *45*

Number: *213*
Name: *White Ring Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *180*
Sell: *45*

Number: *214*
Name: *Snappy Print* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *320*
Sell: *80*

Number: *215*
Name: *Chichi Print* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *180*
Sell: *45*

Number: *216*
Name: *Wave Print* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *380*
Sell: *95*

Number: *217*
Name: *Checkerboard Tee* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *218*
Name: *Subdued Print* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *320*
Sell: *80*

Number: *219*
Name: *Airy Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *420*
Sell: *105*

Number: *220*
Name: *Coral Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,200*
Sell: *1,550*

Number: *221*
Name: *Leather Jerkin* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *390*
Sell: *97*

Number: *222*
Name: *Zebra Print* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,400*
Sell: *1,600*

Number: *223*
Name: *Tiger Print* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,400*
Sell: *1,600*

Number: *224*
Name: *Cow Print* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,400*
Sell: *1,600*

Number: *225*
Name: *Leopard Print* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,400*
Sell: *1,600*

Number: *226*
Name: *Danger Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *227*
Name: *Big Dot Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *228*
Name: *Puzzling Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *None*
Buy: *320*
Sell: *80*

Number: *229*
Name: *Exotic Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *380*
Sell: *95*

Number: *230*
Name: *Houndstooth Knit* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *370*
Sell: *92*

Number: *231*
Name: *Uncommon Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *360*
Sell: *90*

Number: *232*
Name: *Dapper Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *350*
Sell: *87*

Number: *233*
Name: *Gaudy Sweater* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *330*
Sell: *82*

Number: *234*
Name: *Cozy Sweater* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *350*
Sell: *87*

Number: *235*
Name: *Comfy Sweater* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *360*
Sell: *90*

Number: *236*
Name: *Classic Top* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *350*
Sell: *87*

Number: *237*
Name: *Vogue Top* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *380*
Sell: *95*

Number: *238*
Name: *Laced Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *370*
Sell: *92*

Number: *239*
Name: *Natty Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *380*
Sell: *95*

Number: *240*
Name: *Citrus Gingham* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *360*
Sell: *90*

Number: *241*
Name: *Cool Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,400*
Sell: *1,600*

Number: *242*
Name: *Dreamy Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *390*
Sell: *97*

Number: *243*
Name: *Flowery Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *400*
Sell: *100*

Number: *244*
Name: *Caterpillar Tee* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,800*
Sell: *1,700*

Number: *245*
Name: *Shortcake Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *330*
Sell: *82*

Number: *246*
Name: *Whirly Shirt* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *350*
Sell: *87*

Number: *247*
Name: *Thunder Shirt* ☐
Icon: *A*
Male/Female: *Either*
Time Frame: *Fall*
Buy: *320*
Sell: *87*

Number: *248*
Name: *Giraffe Print* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,200*
Sell: *1,550*

Number: *249*
Name: *Swell Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,000*
Sell: *1,500*

Number: *250*
Name: *Toad Print* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Winter*
Buy: *340*
Sell: *85*

Number: *251*
Name: *Grass Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *5,800*
Sell: *1,450*

Number: *252*
Name: *Mosaic Shirt* ☐
Icon: *C*
Male/Female: *Either*
Time Frame: *Summer*
Buy: *350*
Sell: *87*

Number: *253*
Name: *Fetching Outfit* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *420*
Sell: *105*

Number: *254*
Name: *Snow Shirt* ☐
Icon: *GR*
Male/Female: *Either*
Time Frame: *06:00-06:00 (Gracie visit)*
Buy: *6,800*
Sell: *1,700*

Number: *255*
Name: *Melon Gingham* ☐
Icon: *B*
Male/Female: *Either*
Time Frame: *Spring*
Buy: *330*
Sell: *82*

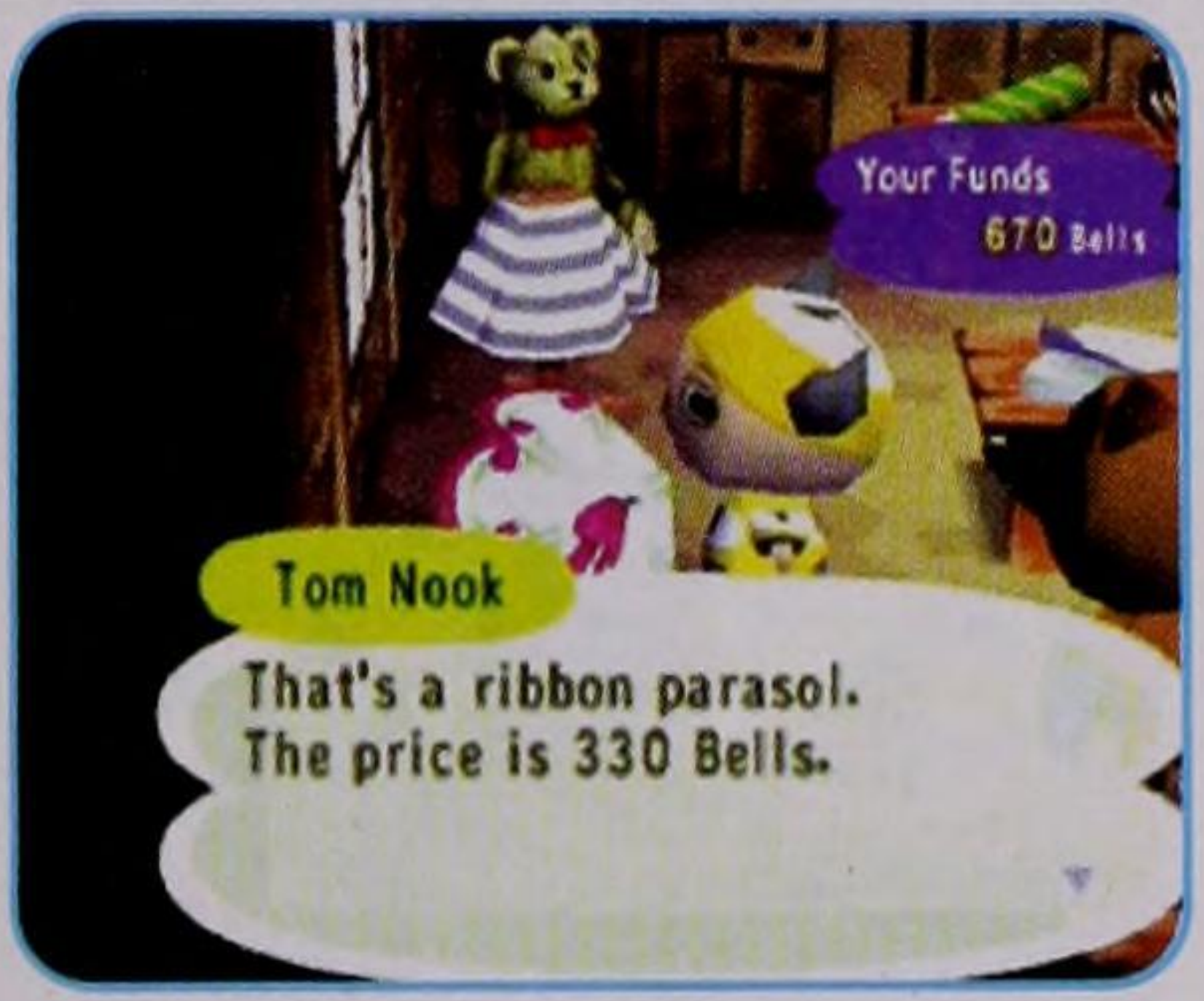
Collecting Umbrellas and Tools

How Are They Primarily Found?

- Town Dump
- Inhabitants' chores
- Purchasing from Tom Nook's Store
- Able Sisters' Design Store
- Police Station

There are two types of "tools" in this game—both are items that you carry in your hands. The first are accessories to your fashionable clothing—such as a matching umbrella, parasol, balloon, pinwheel, or fan.

The second are tools that are used for more manual labor, such as the Axe, Net, Shovel, and Fishing Rod. Use these for chopping trees, catching insects, removing stumps and ground cracks, and nabbing fish.



Your Funds 670 Bells

Tom Nook

That's a ribbon parasol.
The price is 330 Bells.

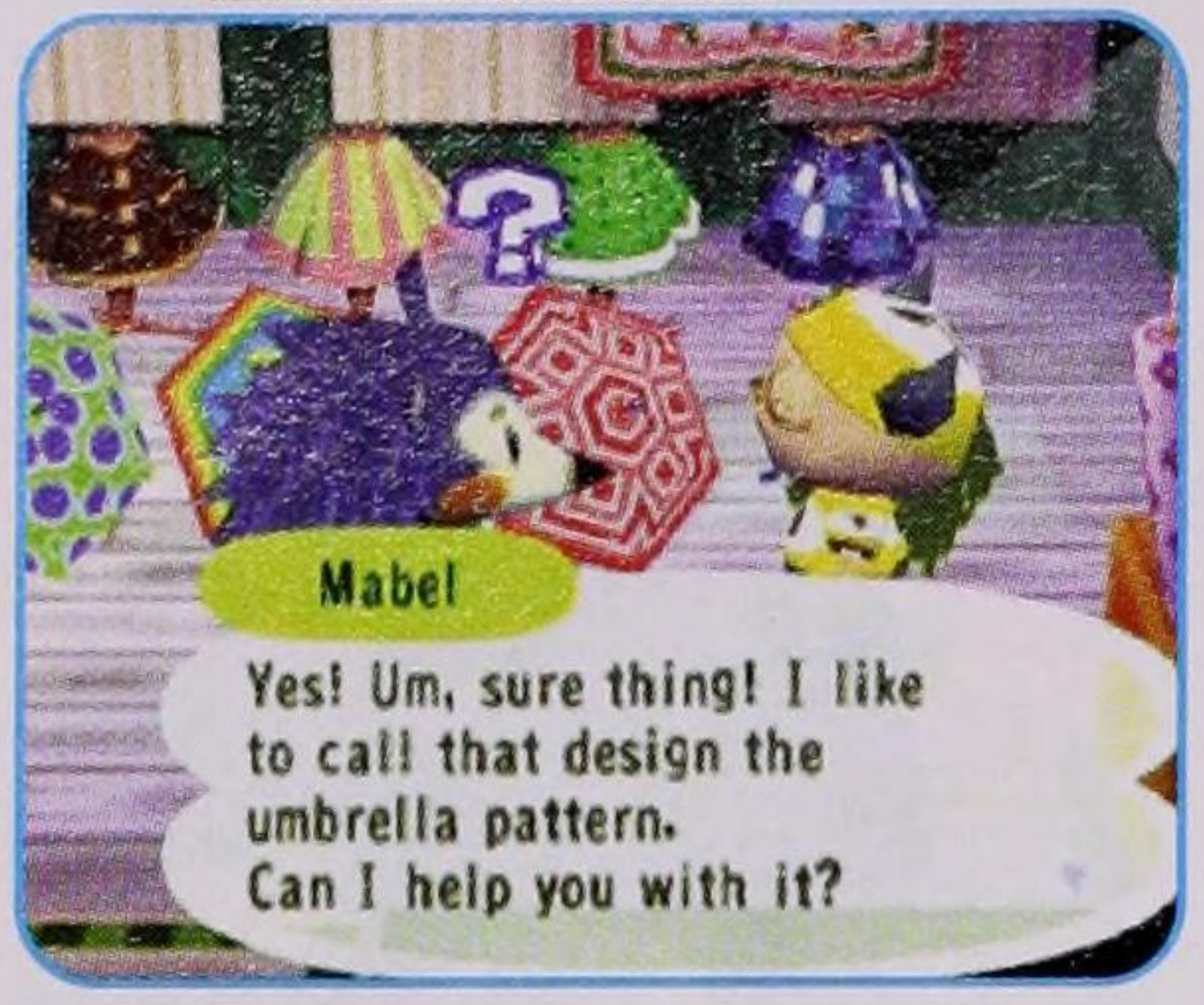
Find umbrellas in four places—the Able Sisters' Design Store, the Town Dump, the Police Station, and Tom Nook's Store. They are also found in trees, cracks, and as prizes for jobs well done.

Use your umbrellas when the town's weather is overcast, so your character doesn't get wet when it rains. There's no problem if your character carries an umbrella or not though—this item is just for show!

TIP

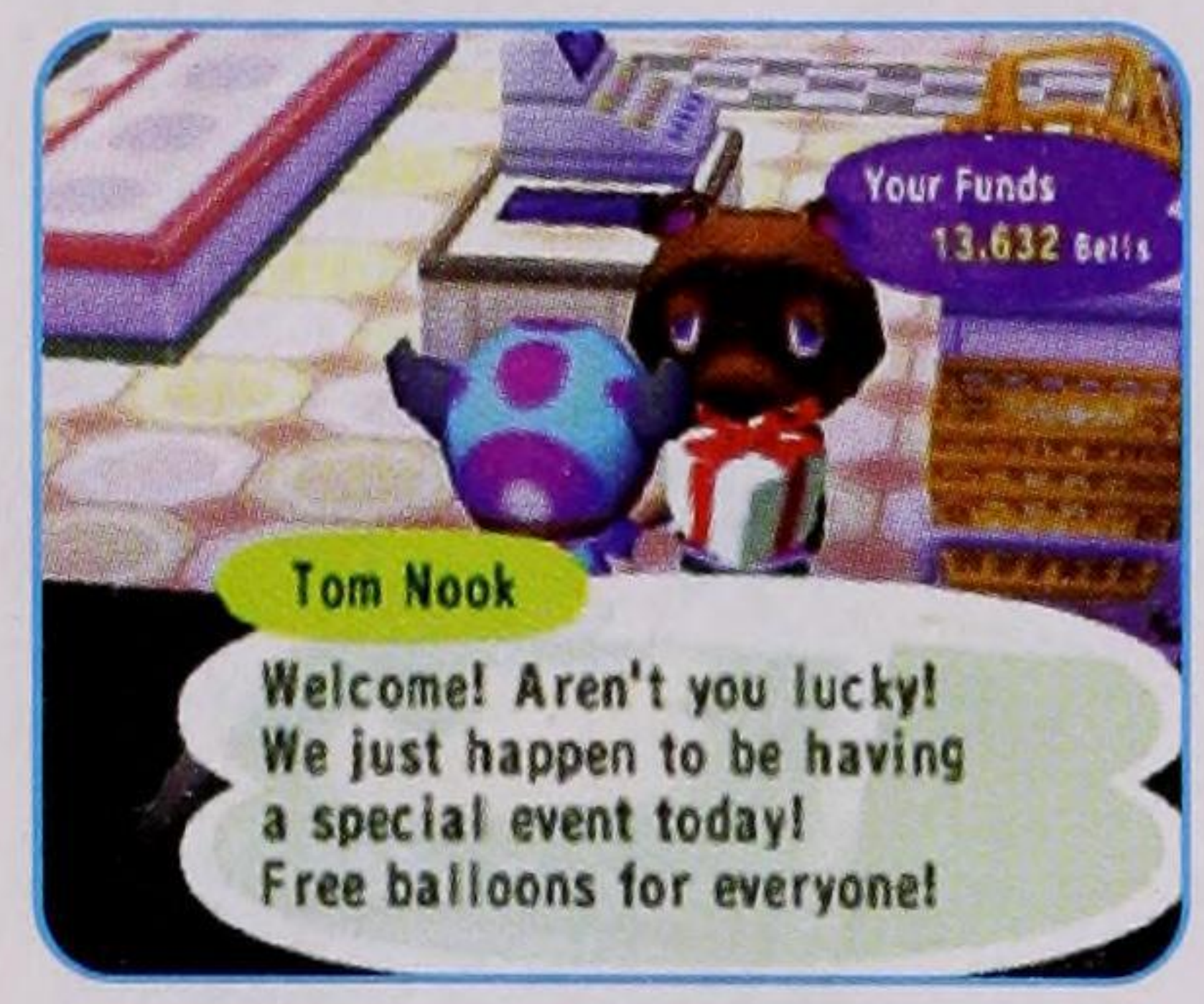
Press Ⓐ when you're carrying an umbrella, parasol, pinwheel, or other item to spin the object. This looks cool, and turns your design pattern into a kaleidoscopic blur!

Parasols are more delicate-looking umbrellas, usually with a flower motif, that are brought out during sunnier months to stop heat stroke. Again, these are purely optional, but if you're going outside with a parasol, make sure it goes with your shirt!



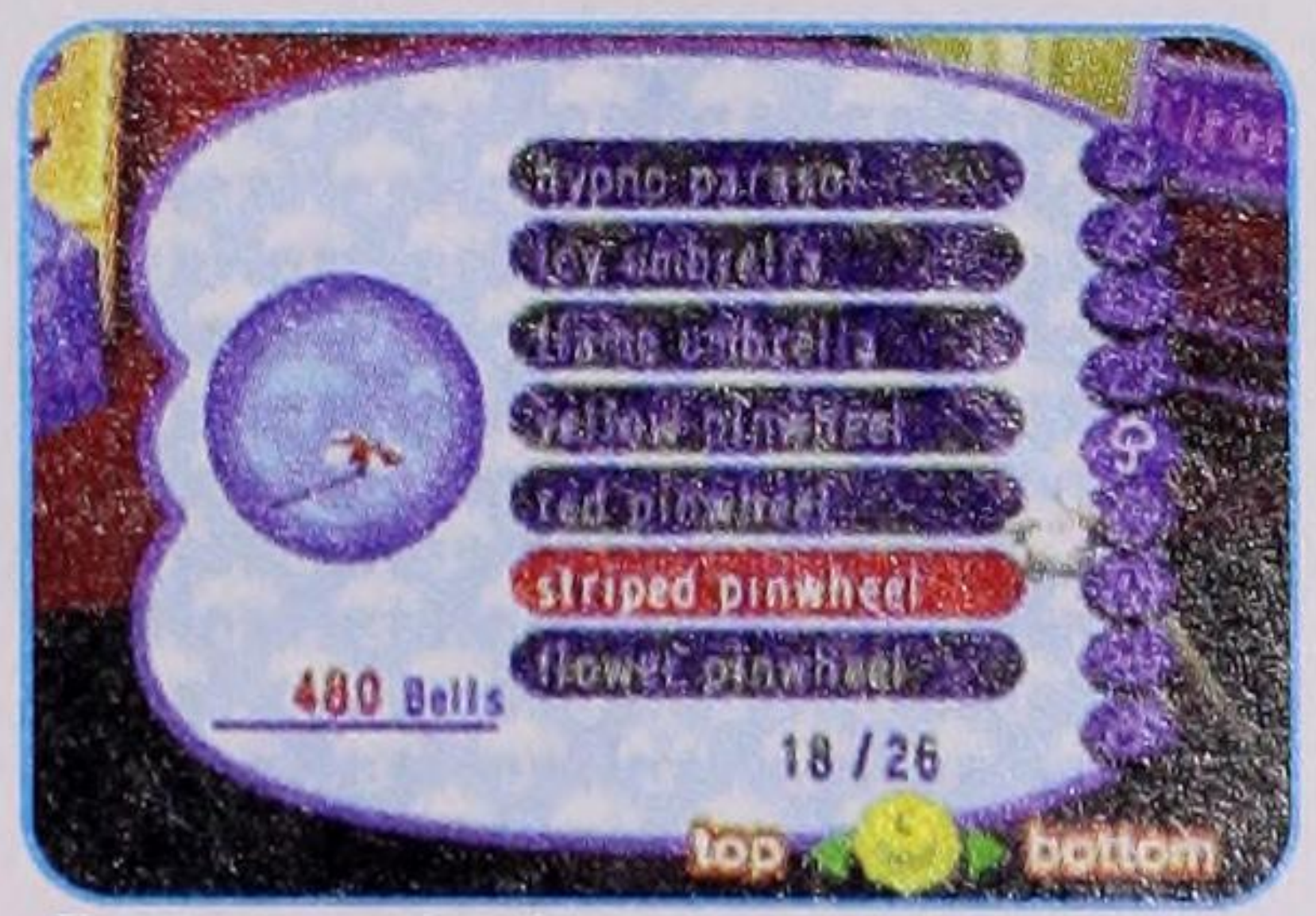
Yes! Um, sure thing! I like to call that design the umbrella pattern. Can I help you with it?

Don't forget that umbrellas and parasols can flaunt your own fancy patterns. Use a design from the Able Sisters, then place it onto your item. You can remove it when you want to!

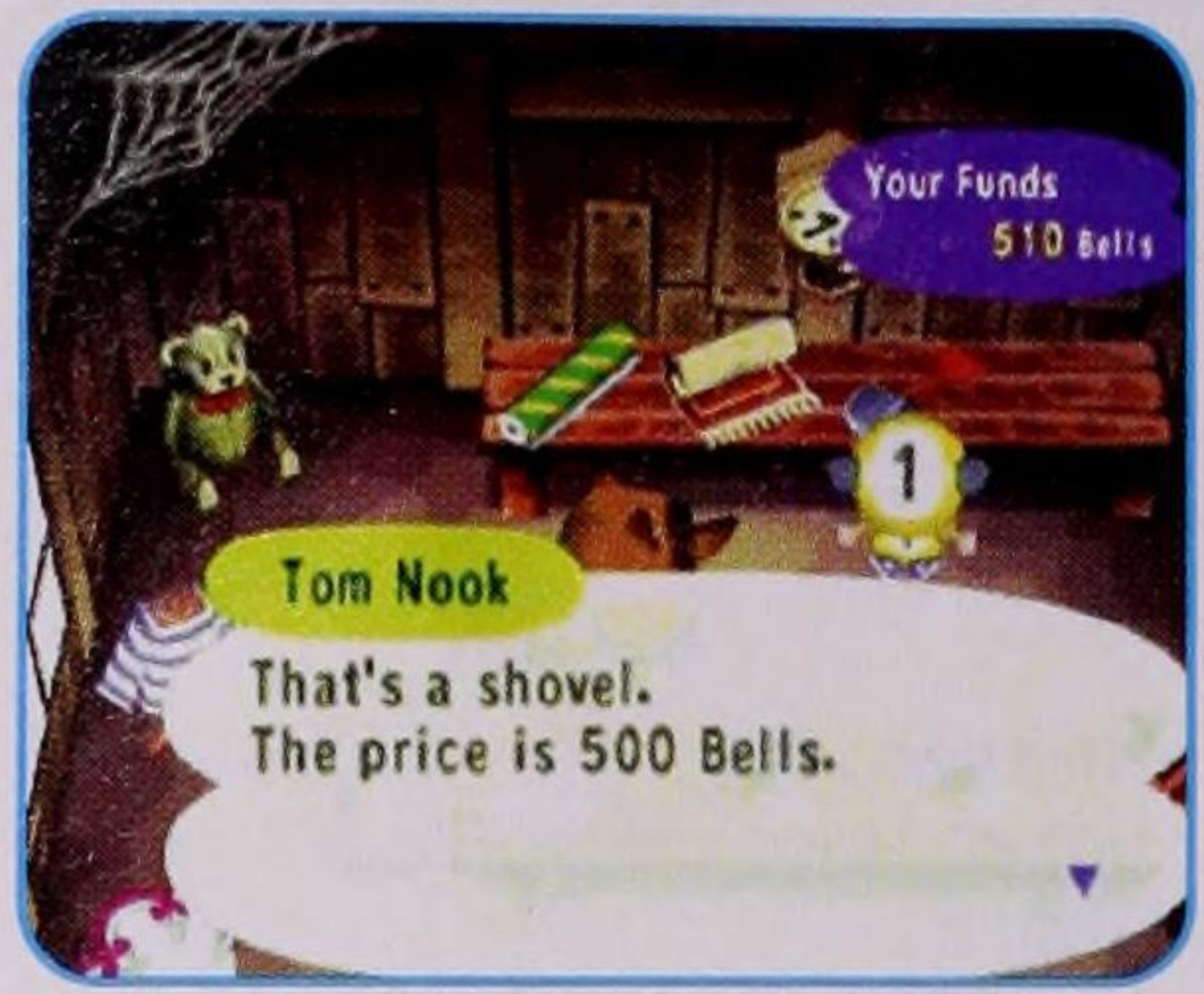


Welcome! Aren't you lucky! We just happen to be having a special event today! Free balloons for everyone!

Balloons are extremely exciting. They're usually given out during Tom Nook's special sales, or after you buy rare items. They don't deflate, and come in two types. Some of them are color-specific for your home!



Fans and pinwheels are usually awarded in a "grab bag" when Tom Nook's store holds its massive sale on the day after Thanksgiving. Buy loads of these bags, and you'll have more pinwheels and fans than you know what to do with!



That's a shovel. The price is 500 Bells.

Buy the manual labor tools from Tom Nook's store, although they occasionally turn up at the Police Station. You only need to buy one of each item, unless your Axe cracks. If this happens, buy another one!

TIP

Awww...

My axe broke...

You can tell that your Axe is about to crack by looking at its wear and tear on the picture in your inventory. When the Axe has a big crack down it, return to Tom Nook's and sell it, then buy a new one. That way, you get back 100 Bells.

As we revealed earlier, the Shovel is a strange implement. You can "plant" it and grow a Shovel tree with golden Shovels. If you want to do this, buy at least two Shovels—one to plant, one to dig. You may need more to replant if the tree doesn't grow!

Fishing Rods and Nets last a really long time, so there's no need to buy more than one. Collect all of the fish and insects, and you get a special gold Rod or Net. Too cool!

GAME BOY ADVANCE

Finally, remember that your Tropical Island inhabitant can grab strange floating boxes on your GameBoy Advance minigame if you drop off a Net. So, buy another Shovel, Net, Rod, and Axe, and leave them at the island for the inhabitant to play with and unearth treasure!

Complete Umbrellas and Tools Collection

Number: *1*
Name: *Gelato Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *220*
Sell: *55*

Number: *2*
Name: *Daffodil Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *480*
Sell: *120*

Number: *3*
Number: *Berry Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *360*
Sell: *90*

Number: *4*
Name: *Orange Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *320*
Sell: *80*

Number: *5*
Name: *Mod Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *290*
Sell: *72*

Number: *6*
Name: *Petal Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *490*
Sell: *122*

Number: *7*
Name: *Ribbon Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *330*
Sell: *82*

Number: *8*
Name: *Gingham Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *290*
Sell: *72*

Number: *9*
Name: *Plaid Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *290*
Sell: *72*

Number: *10*
Name: *Lacy Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *420*
Sell: *105*

Number: *11*
Name: *Elegant Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *12*
Name: *Dainty Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *13*
Name: *Classic Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *14*
Name: *Nintendo Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *64*
Sell: *16*

Number: *15*
Name: *Bumpershoot* ☐
Icon: *S*
Time Frame: *None*
Buy: *420*
Sell: *105*

Number: *16*
Name: *Sunny Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *17*
Name: *Batbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *190*
Sell: *47*

Number: *18*
Name: *Checked Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *230*
Sell: *57*

Number: *19*
Name: *Yellow Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *240*
Sell: *60*
Number: *20*
Name: *Leaf Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *88*
Sell: *22*

Number: *21*
Name: *Lotus Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *480*
Sell: *120*

Number: *22*
Name: *Paper Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *350*
Sell: *87*

Number: *23*
Name: *Polka Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *340*
Sell: *85*

Number: *24*
Name: *Sharp Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *250*
Sell: *62*

Number: *25*
Name: *Twig Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *120*
Sell: *30*

Number: *26*
Name: *Noodle Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *490*
Sell: *122*

Number: *27*
Name: *Hypno Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *490*
Sell: *122*

Number: *28*
Name: *Pastel Parasol* ☐
Icon: *S*
Time Frame: *None*
Buy: *380*
Sell: *95*

Number: *29*
Name: *Retro Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *490*
Sell: *122*

Number: *30*
Name: *Icy Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *480*
Sell: *120*

Number: *31*
Name: *Blue Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *100*
Sell: *25*

Number: *32*
Name: *Flame Umbrella* ☐
Icon: *S*
Time Frame: *None*
Buy: *290*
Sell: *72*

Number: *33-37*
Name:
Your Umbrella Design ☐
Icon: *S*
Time Frame: *Spare designs in Able Sisters' Design Store*
Buy: *N/A*
Sell: *N/A*

Number: *38*
Name: *Red Balloon* ☐
Icon: *S*
Time Frame: *Inside grab bag at Tom Nook Store Event*
Buy: *40*
Sell: *10*

Number: *39*
Name: *Yellow Balloon* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *40*
Sell: *10*

Number: *40*
Name: *Blue Balloon* ☐
Icon: *S*
Time Frame: *Inside grab bag at Tom Nook Store Event*
Buy: *40*
Sell: *10*

Number: *41*
Name: *Green Balloon* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *40*
Sell: *10*

Number: *42*
Name: *Purple Balloon* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *40*
Sell: *10*

Number: *43*
Name: *Bunny P. Balloon* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *80*
Sell: *20*

Number: *44*
Name: *Bunny B. Balloon* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *80*
Sell: *20*

Number: *45*
Name: *Bunny O. Balloon* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *80*
Sell: *20*

Number: *46*
Name: *Yellow Pinwheel* ☐
Icon: *S*
Time Frame: *Inside grab bag at Tom Nook Store Event*
Buy: *480*
Sell: *120*

Number: *47*
Name: *Red Pinwheel* ☐
Icon: *S*
Time Frame: *Inside grab bag at Tom Nook Store Event*
Buy: *480*
Sell: *120*

Number: *48*
Name: *Tiger Pinwheel* ☐
Icon: *S*
Time Frame: *Inside grab bag at Tom Nook Store Event*
Buy: *480*
Sell: *120*

Number: *49*
Name: *Green Pinwheel* ☐
Icon: *S*
Time Frame: *Inside grab bag at Tom Nook Store Event*
Buy: *480*
Sell: *120*

Number: *50*
Name: *Pink Pinwheel* ☐
Icon: *S*
Time Frame: *Inside grab bag at Tom Nook Store Event*
Buy: *480*
Sell: *120*

Number: *51*
Name: *Striped Pinwheel* ☐
Icon: *S*
Time Frame: *Inside grab bag at Tom Nook Store Event*
Buy: *480*
Sell: *120*

Number: *52*
Name: *Flower Pinwheel* ☐
Icon: *S*
Time Frame: *Inside grab bag at Tom Nook Store Event*
Buy: *800*
Sell: *200*

Number: *53*
Name: *Fancy Pinwheel* ☐
Icon: *S*
Time Frame: *Inside grab bag at Tom Nook Store Event*
Buy: *800*
Sell: *200*

Number: *54*
Name: *Bluebell Fan* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *600*
Sell: *150*

Number: *55*
Name: *Plum Fan* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *600*
Sell: *150*

Number: *56*
Name: *Bamboo Fan* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *600*
Sell: *150*

Number: *57*
Name: *Cloud Fan* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *600*
Sell: *150*

Number: *58*
Name: *Maple Fan* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *600*
Sell: *150*

Number: *59*
Name: *Fan Fan* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *800*
Sell: *200*

Number: *60*
Name: *Flower Fan* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *1,000*
Sell: *250*

Number: *61*
Name: *Leaf Fan* ☐
Icon: *S*
Time Frame: *Available at Tom Nook Store Events*
Buy: *520*
Sell: *130*

Number: *62*
Name: *Butterfly Net* ☐
Icon: *S*
Time Frame: *None*
Buy: *500*
Sell: *125*

Number: *63*
Name: *Axe* ☐
Icon: *S*
Time Frame: *None*
Buy: *400*
Sell: *100*

Number: *64-72*
Name: *Replacement Axe* ☐
Icon: *S*
Time Frame: *Optional once Axe breaks*
Buy: *400*
Sell: *100*

Number: *73*
Name: *Shovel* ☐
Icon: *S*
Time Frame: *None*
Buy: *500*
Sell: *125*

Number: *74*
Name: *Fishing Rod* ☐
Icon: *S*
Time Frame: *None*
Buy: *500*
Sell: *125*

Number: *75*
Name: *Sickle* ☐
Icon: *S*
Time Frame: *None*
Buy: *400*
Sell: *100*

Number: *76*
Name: *Golden Butterfly Net* ☐
Icon: *S*
Time Frame: *Special Prize*
Buy: *N/A*
Sell: *N/A*

Number: *77*
Name: *Golden Axe* ☐
Icon: *S*
Time Frame: *Special Prize*
Buy: *N/A*
Sell: *N/A*

Number: *78*
Name: *Golden Shovel* ☐
Icon: *S*
Time Frame: *Special Prize*
Buy: *N/A*
Sell: *N/A*

Number: *79*
Name: *Golden Rod* ☐
Icon: *S*
Time Frame: *Special Prize*
Buy: *N/A*
Sell: *N/A*

Number: *80*
Name: *Red Paint* ☐
Icon: *S*
Time Frame: *Roof painted by Tom Nook. Cannot be sold.*
Buy: *980*
Sell: *N/A*

Number: *81*
Name: *Orange Paint* ☐
Icon: *S*
Time Frame: *Roof painted by Tom Nook. Cannot be sold.*
Buy: *980*
Sell: *N/A*

Number: *82*
Name: *Yellow Paint* ☐
Icon: *S*
Time Frame: *Roof painted by Tom Nook. Cannot be sold.*
Buy: *980*
Sell: *N/A*

Number: *83*
Name: *Pale Green Paint* ☐
Icon: *S*
Time Frame: *Roof painted by Tom Nook. Cannot be sold.*
Buy: *980*
Sell: *N/A*

Number: *84*
Name: *Green Paint* ☐
Icon: *S*
Time Frame: *Roof painted by Tom Nook. Cannot be sold.*
Buy: *980*
Sell: *N/A*

Number: *85*
Name: *Sky Blue Paint* ☐
Icon: *S*
Time Frame: *Roof painted by Tom Nook. Cannot be sold.*
Buy: *980*
Sell: *N/A*

Number: *86*
Name: *Blue Paint* ☐
Icon: *S*
Time Frame: *Roof painted by Tom Nook. Cannot be sold.*
Buy: *980*
Sell: *N/A*

Number: *87*
Name: *Purple Paint* ☐
Icon: *S*
Time Frame: *Roof painted by Tom Nook. Cannot be sold.*
Buy: *980*
Sell: *N/A*

Number: *88*
Name: *Pink Paint* ☐
Icon: *S*
Time Frame: *Roof painted by Tom Nook. Cannot be sold.*
Buy: *980*
Sell: *N/A*

Number: *89*
Name: *Black Paint* ☐
Icon: *S*
Time Frame: *Roof painted by Tom Nook. Cannot be sold.*
Buy: *980*
Sell: *N/A*

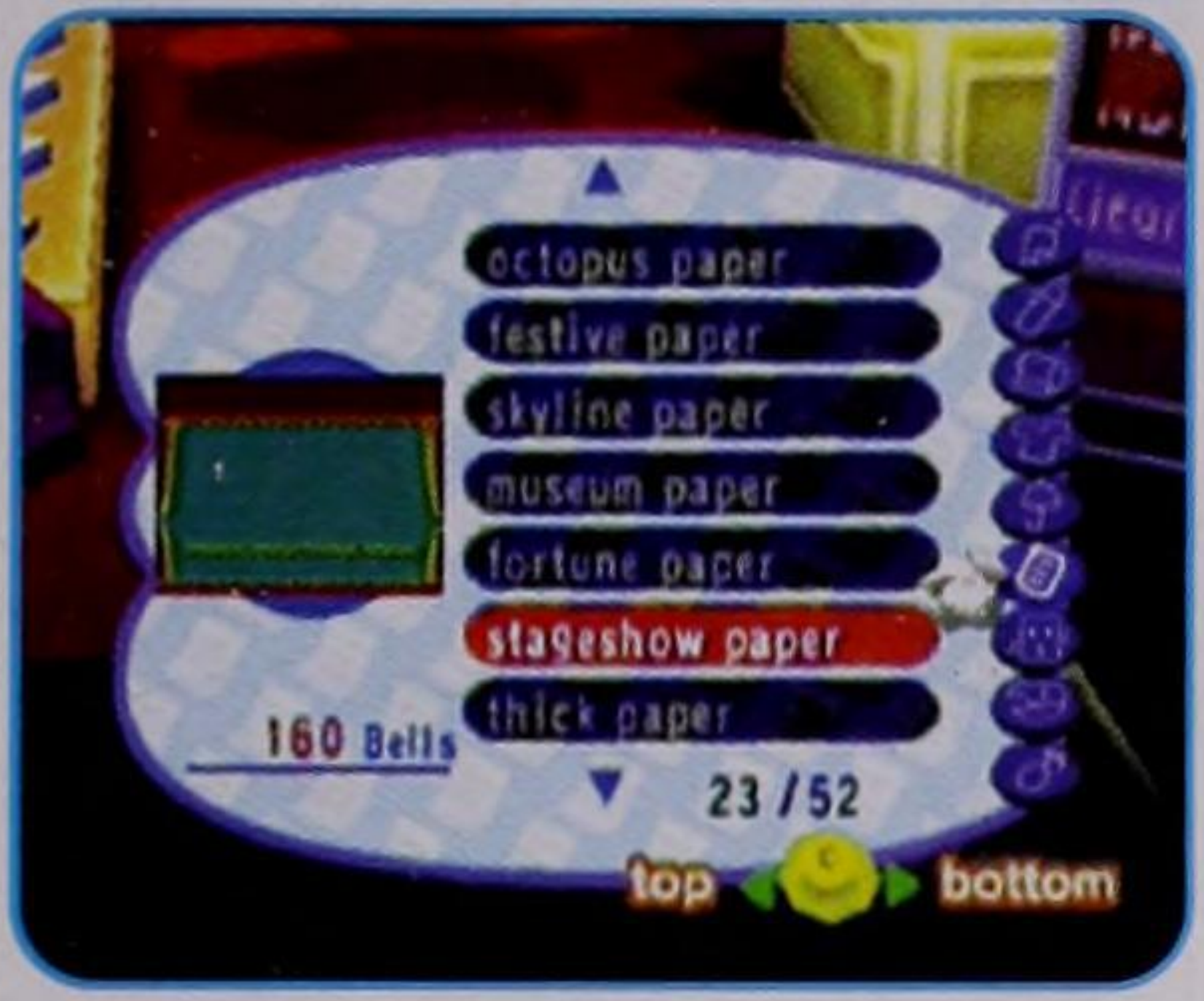
Number: *90*
Name: *White Paint* ☐
Icon: *S*
Time Frame: *Roof painted by Tom Nook. Cannot be sold.*
Buy: *980*
Sell: *N/A*

Number: *91*
Name: *Brown Paint* ☐
Icon: *S*
Time Frame: *Roof painted by Tom Nook. Cannot be sold.*
Buy: *980*
Sell: *N/A*

Collecting Paper

How Are They Primarily Found?

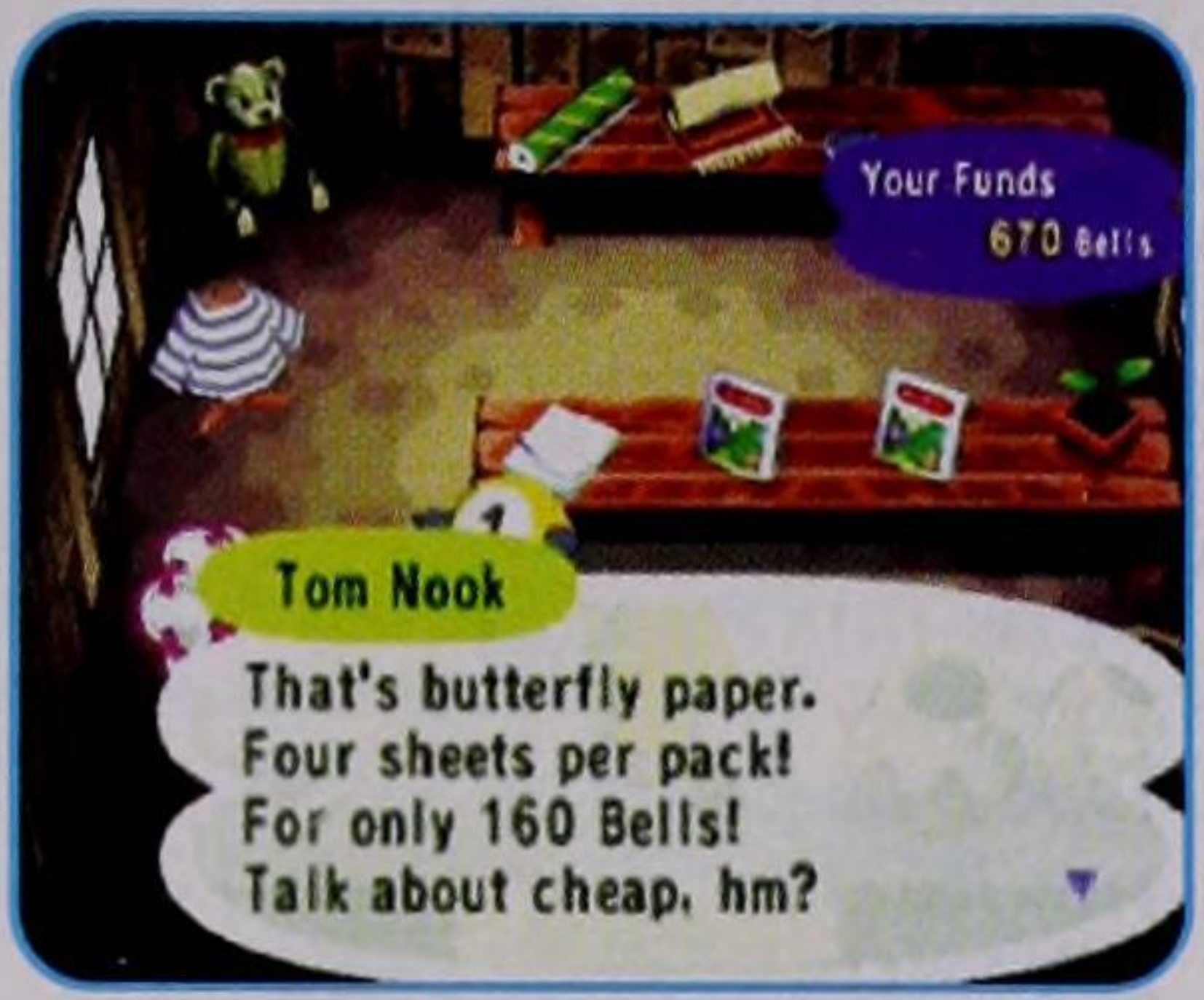
- Town Dump
- Inhabitants' chores
- Purchasing from Tom Nook's Store



octopus paper
festive paper
skyline paper
museum paper
fortune paper
stageshow paper
thick paper
160 Bells
23 / 52
top
bottom

When you're writing to friends, the Museum, and to the rest of the town's inhabitants, you want to make sure that the stationary you're writing on has a great design. Some of those patterns are wild!

You shouldn't have to buy writing paper—the Town Dump or Police Station usually has new designs every single day! That's good news.

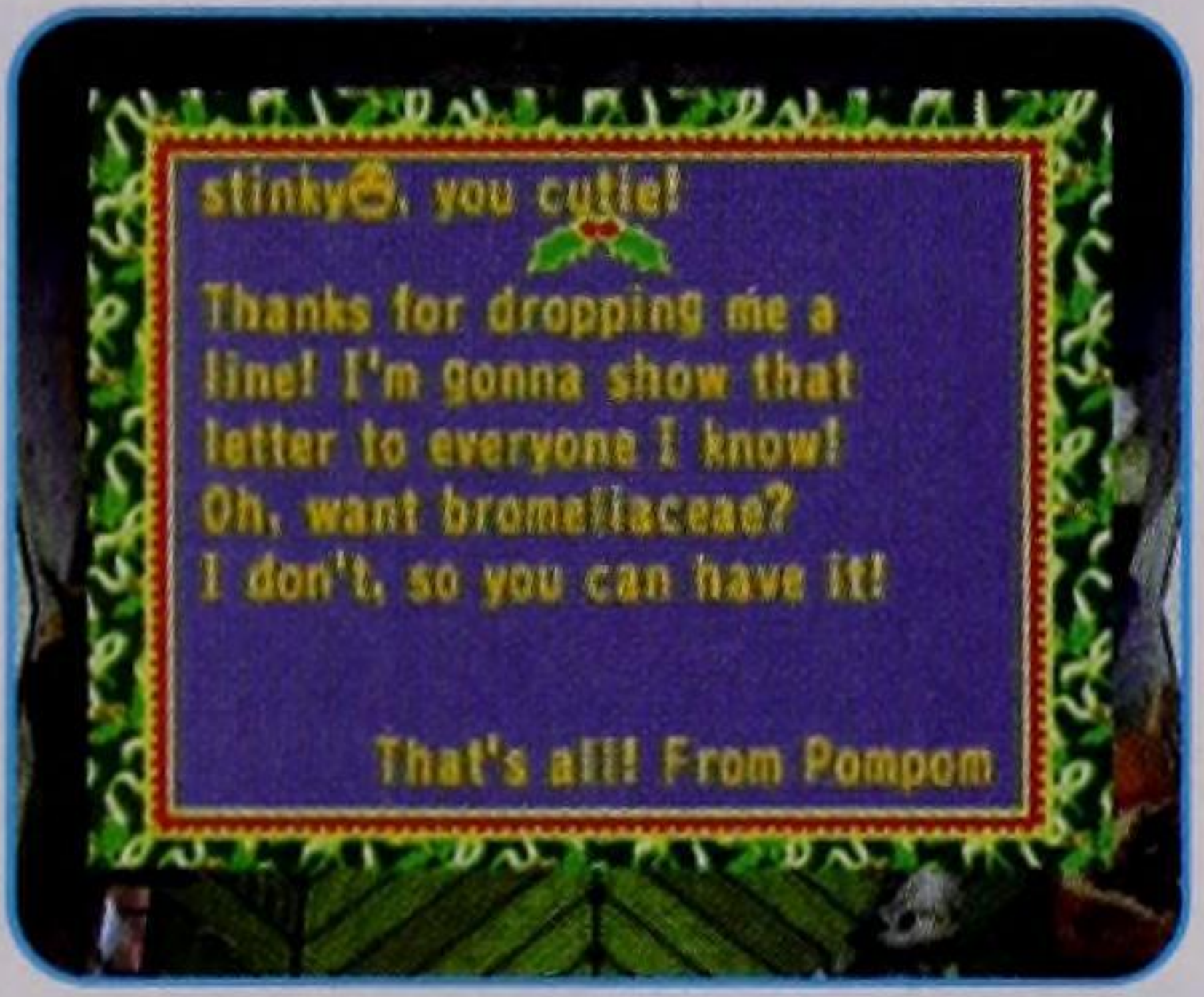


Your Funds
670 Bells

Tom Nook

That's butterfly paper. Four sheets per pack! For only 160 Bells! Talk about cheap, hm?

Otherwise, it's around 160 Bells for four sheets of writing paper. That's not cheap. You need paper for each Fossil you send to the Farway Museum, so don't underestimate your stock.

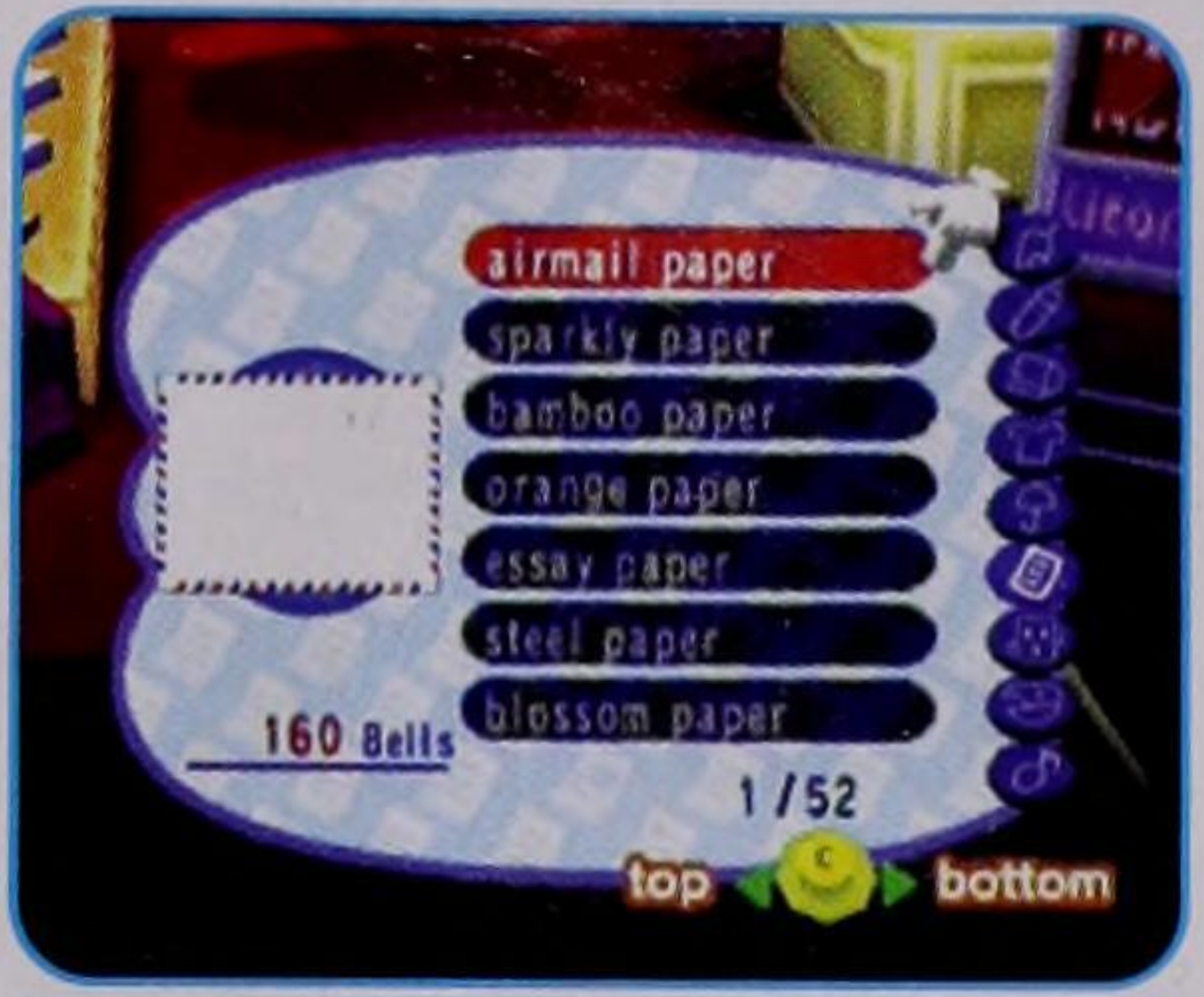


stinky☺, you cutie!

Thanks for dropping me a line! I'm gonna show that letter to everyone I know! Oh, want bromeliaceae? I don't, so you can have it!

That's all! From Pompom

Most paper in this list is easy to get. However, New Years and Christmas paper isn't available most of the time. Don't wait for this paper to appear.

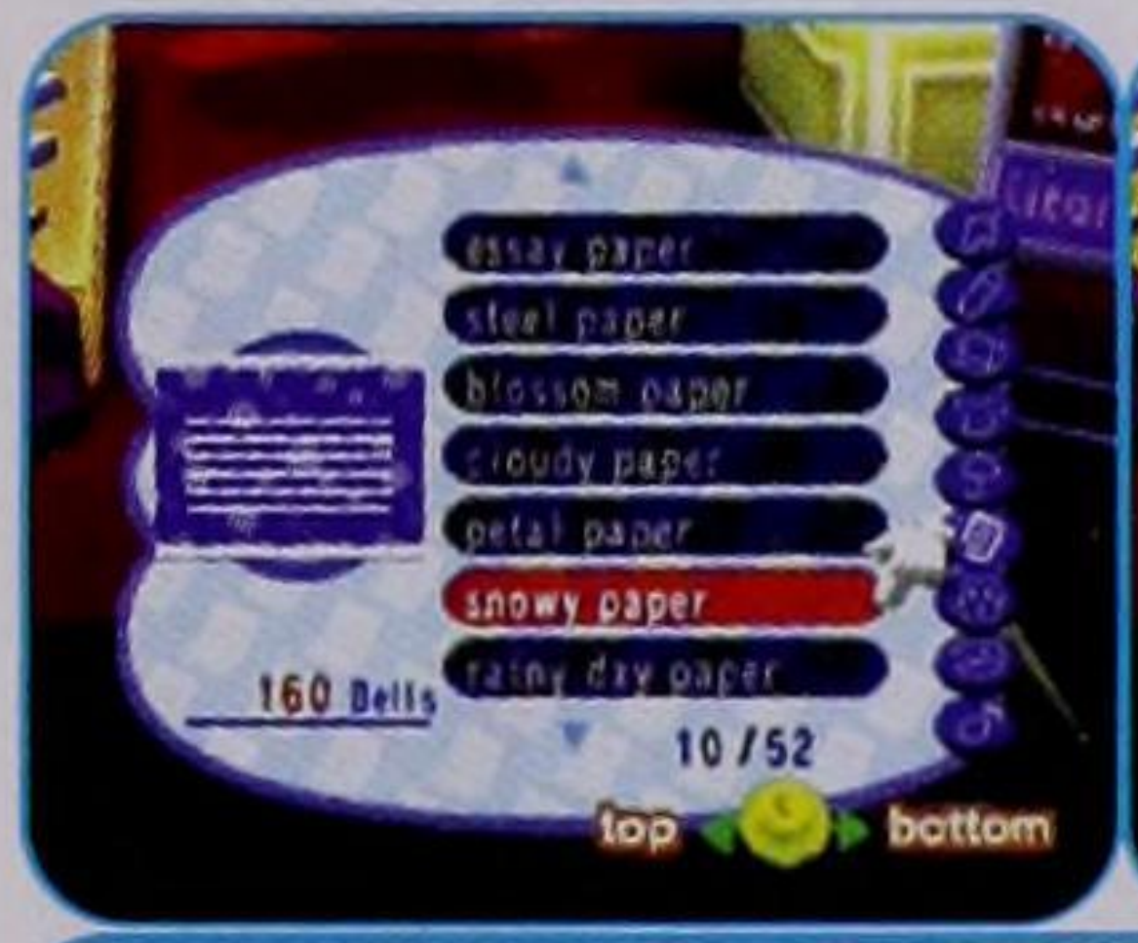


airmail paper
sparkly paper
bamboo paper
orange paper
essay paper
steel paper
blossom paper
160 Bells
1 / 52
top
bottom

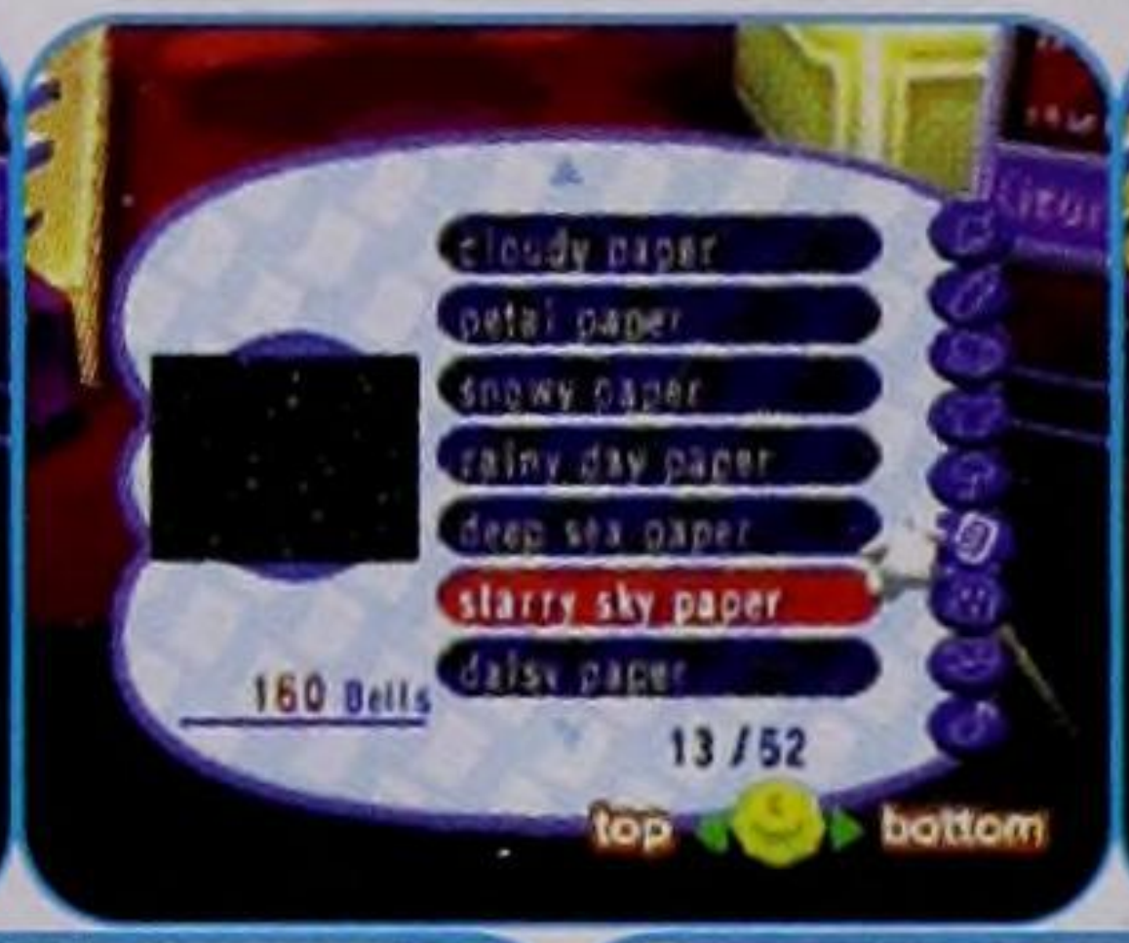
Although there are lots of different paper designs to collect, once you write on one, it is gone forever! So it isn't really worth collecting paper, unless you really want to go overboard with matching items in your house!

If you like a particular paper, save a letter with paper you like at the Post Office. This way you can return to the Post Office and gaze longingly at the paper whenever you want!

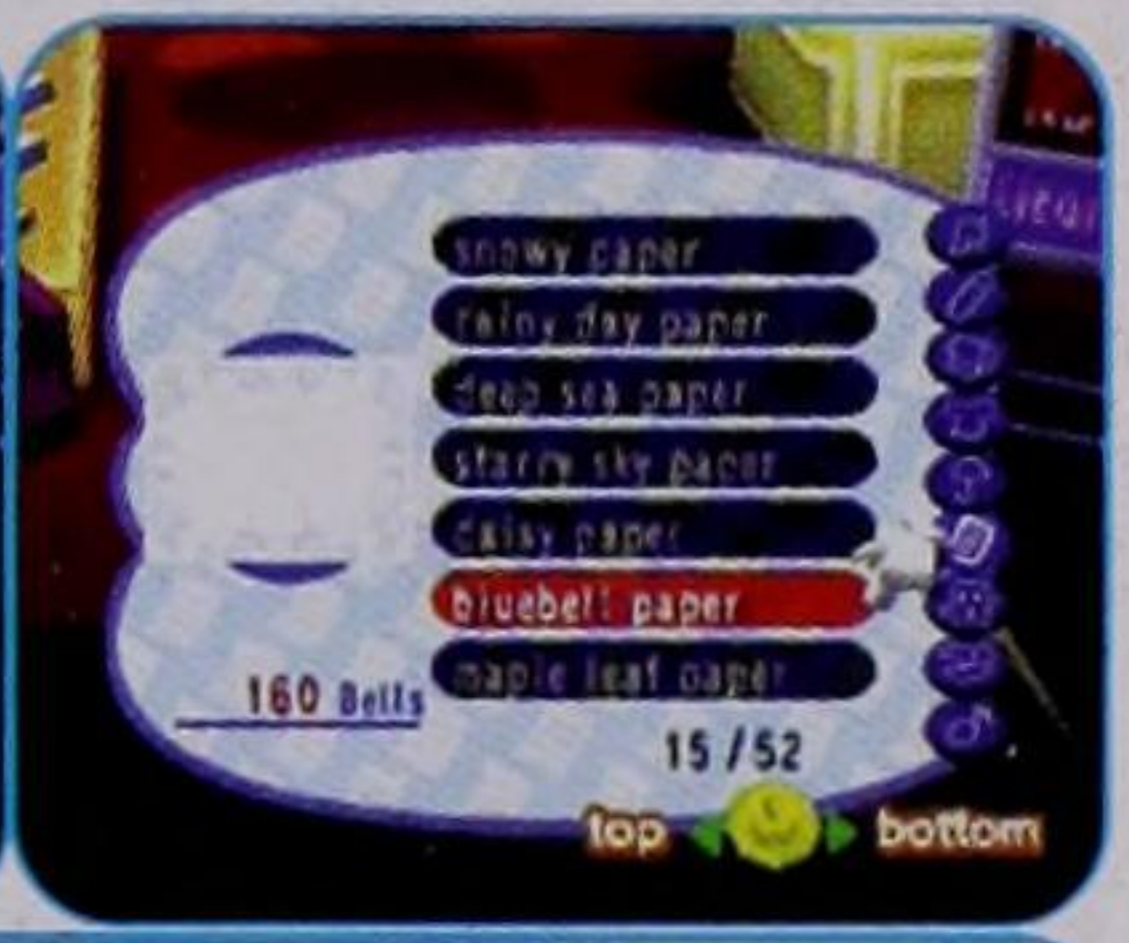
Complete Writing Paper Collection



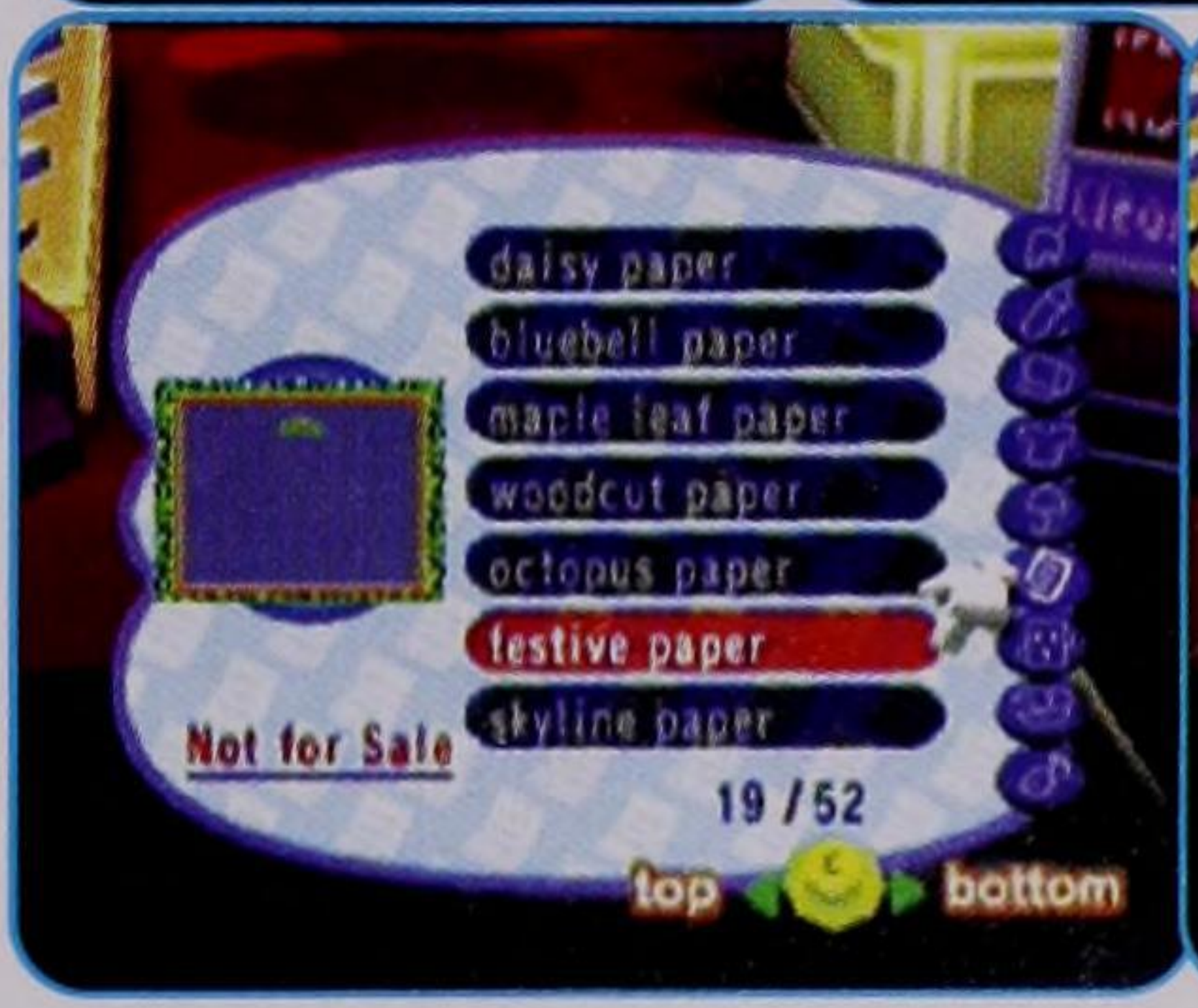
essay paper
steel paper
blossom paper
cloudy paper
petal paper
snowy paper
rainy day paper
160 Bells
10 / 52
top
bottom



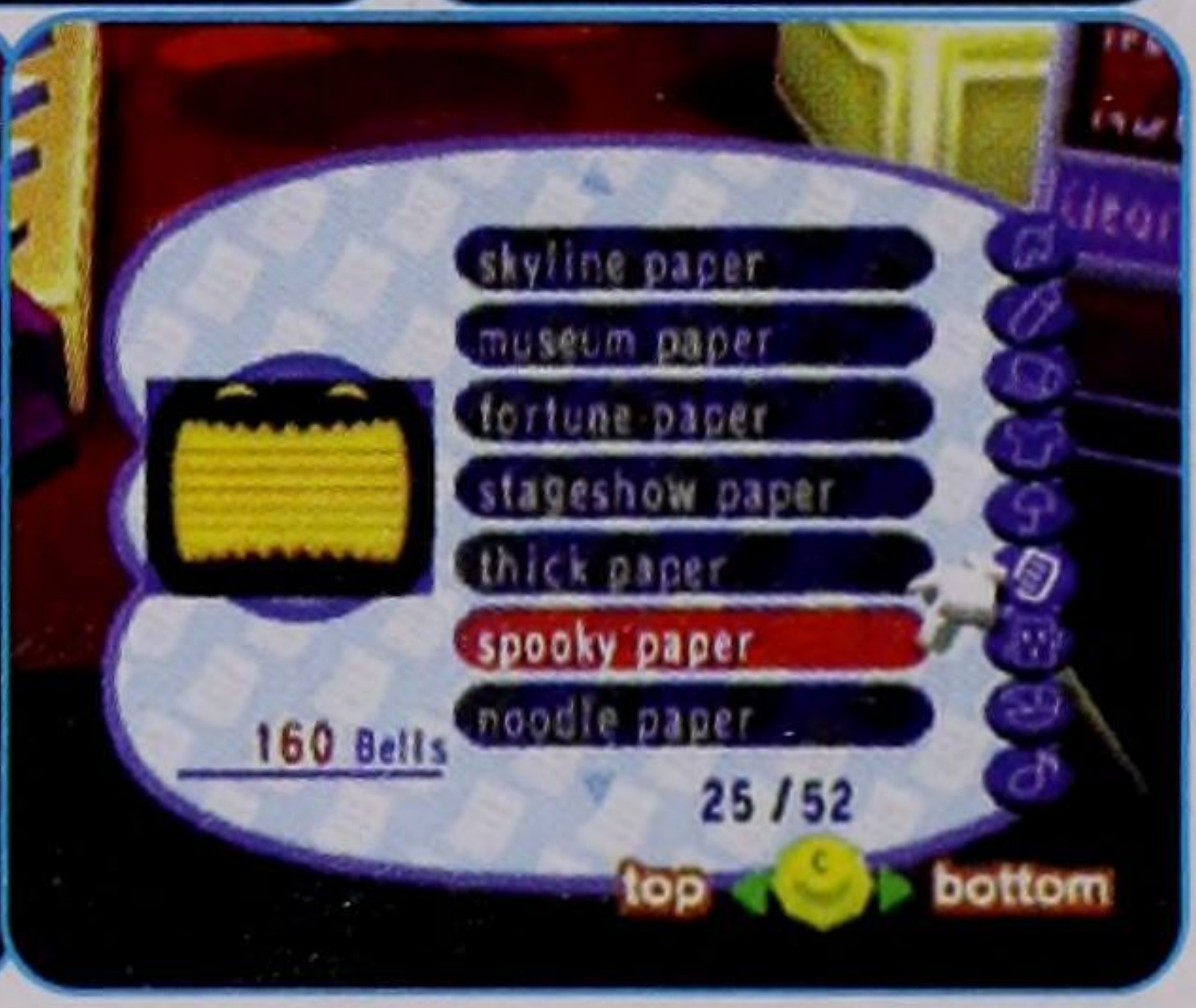
cloudy paper
petal paper
snowy paper
rainy day paper
deep sea paper
starry sky paper
daisy paper
160 Bells
13 / 52
top
bottom



snowy paper
rainy day paper
deep sea paper
starry sky paper
daisy paper
bluebell paper
maple leaf paper
160 Bells
15 / 52
top
bottom



daisy paper
bluebell paper
maple leaf paper
woodcut paper
octopus paper
festive paper
skyline paper
Not for Sale
19 / 52
top
bottom



skyline paper
museum paper
fortune paper
stageshow paper
thick paper
spooky paper
noodle paper
160 Bells
25 / 52
top
bottom

Number: *1*
Name:: *Airmail Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *2*
Name: *Sparkly Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *3*
Name: *Bamboo Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *4*
Name: *Orange Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *5*
Name: *Essay Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *6*
Name: *Panda Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *7*
Name: *Ranch Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *8*
Name: *Steel Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *9*
Name: *Blossom Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *10*
Name: *Vine Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *11*
Name: *Cloudy Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *12*
Name: *Petal Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *13*
Name: *Snowy Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *14*
Name: *Rainy Day Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *15*
Name: *Watermelon Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *16*
Name: *Deep Sea Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *17*
Name: *Starry Sky Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *18*
Name: *Daisy Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *19*
Name: *Bluebell Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *20*
Name: *Maple Leaf Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *21*
Name: *Woodcut Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *22*
Name: *Octopus Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *23*
Name: *Festive Paper* ☐
Icon: *JI*
Time Frame: *12/24, 20:00-24:00; 12/25, 00:00-01:00*
Buy: *160*
Sell: *40*

Number: *24*
Name: *Skyline Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *25*
Name: *Museum Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *26*
Name: *Fortune Paper* ☐
Icon: *KA*
Time Frame: *1/1, 6:00-11:00 (Katrina visit)*
Buy: *0*
Sell: *0*

Number: *27*
Name: *Stageshow Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *28*
Name: *Thick Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *29*
Name: *Spooky Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *30*
Name: *Noodle Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *31*
Name: *Neat Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *32*
Name: *Horsetail Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *33*
Name: *Felt Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *34*
Name: *Parchment* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *35*
Name: *Cool Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *36*
Name: *Elegant Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *37*
Name: *Lacy Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *38*
Name: *Polka-dot Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *39*
Name: *Dizzy Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *40*
Name: *Rainbow Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *41*
Name: *Hot Neon Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *42*
Name: *Cool Neon Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *43*
Name: *Aloha Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *44*
Name: *Ribbon Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *45*
Name: *Fantasy Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *46*
Name: *Woodland Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *47*
Name: *Gingko Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *48*
Name: *Fireworks Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *49*
Name: *Winter Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *50*
Name: *Gyroid Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *51*
Name: *Ivy Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *52*
Name: *Wing Paper* ☐
Icon: *?*
Time Frame: *Note from Post Office*
Buy: *0*
Sell: *0*

Number: *53*
Name: *Dragon Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *54*
Name: *Tile Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *55*
Name: *Misty Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *56*
Name: *Simple Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *57*
Name: *Honeybee Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *58*
Name: *Mystic Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *59*
Name: *Sunset Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *60*
Name: *Lattice Paper* ☐
Icon: *B*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *61*
Name: *Dainty Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *62*
Name: *Butterfly Paper* ☐
Icon: *A*
Time Frame: *None*
Buy: *160*
Sell: *40*

Number: *63*
Name: *New Year's Card* ☐
Icon: *??*
Time Frame: *Note on 1/1*
Buy: *0*
Sell: *0*

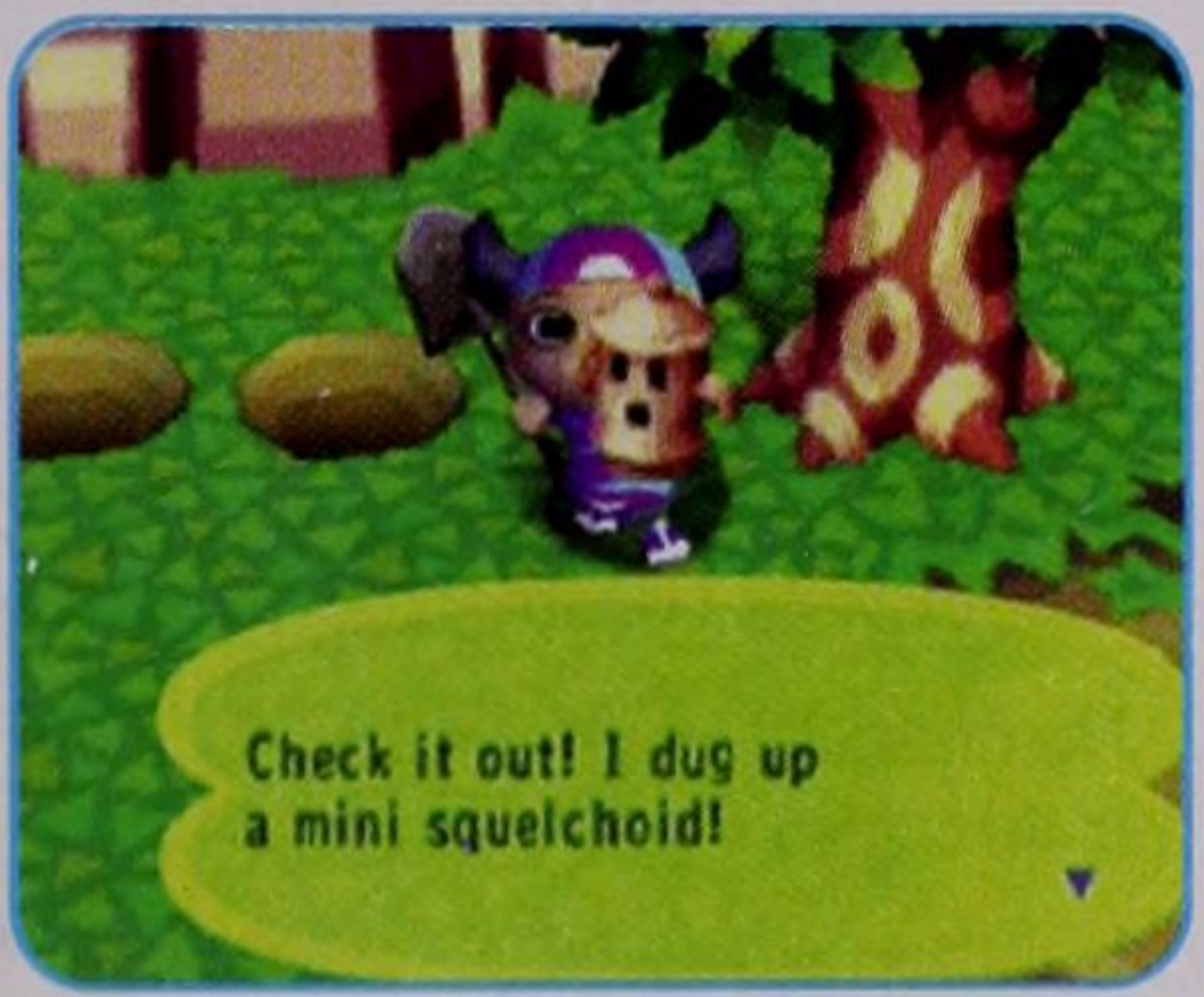
Number: *64*
Name: *Inky Paper* ☐
Icon: *C*
Time Frame: *None*
Buy: *160*
Sell: *40*

What Are These Strange Clay Figures?

How Are They Found?

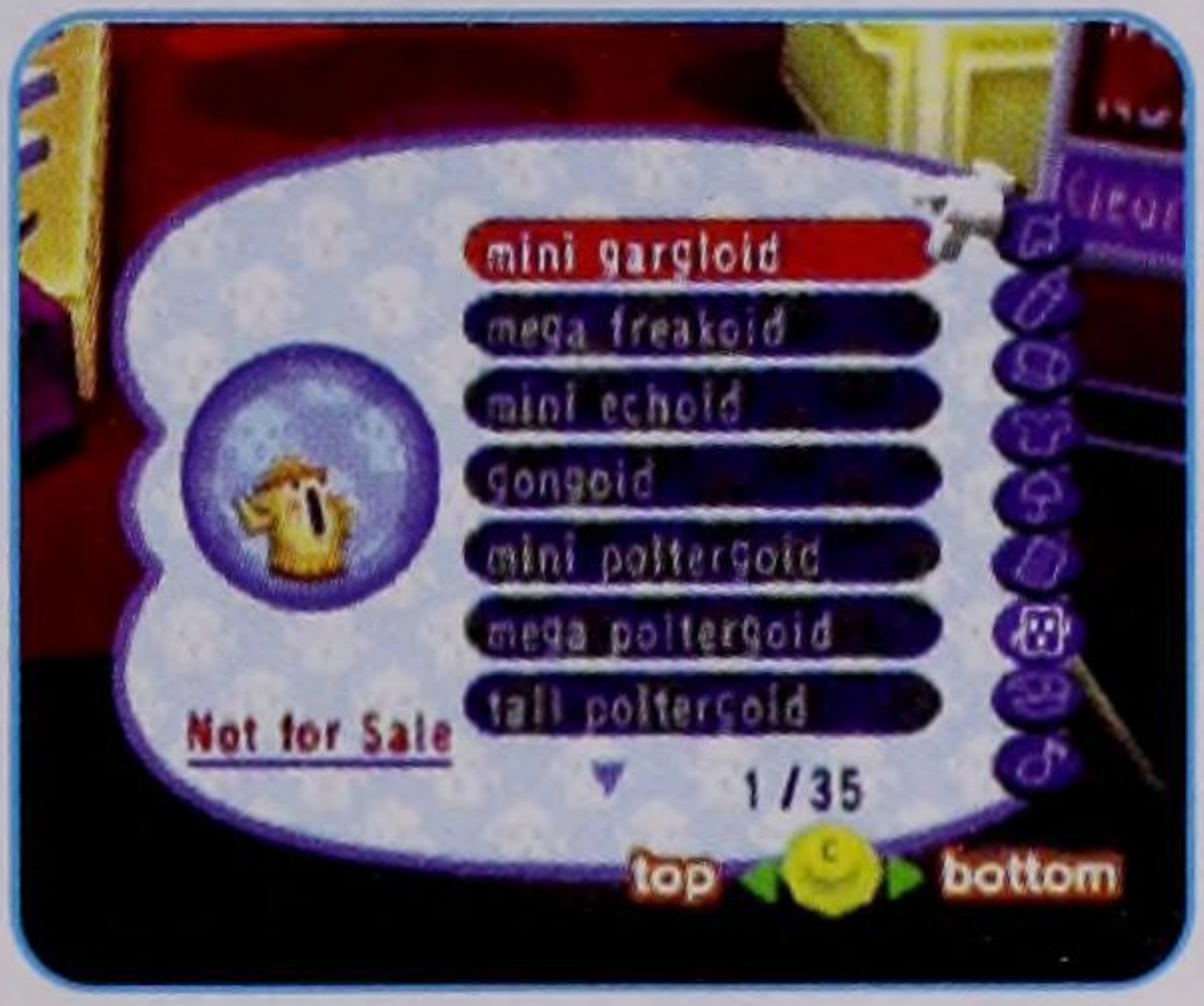
Digging cracks in ground
Inhabitants' chores
Collectible cards

The "gy" syllable in "Gyroid" stands for gyration; a fact that becomes clear once your collection of these weird and wonderful little buggers grows! These are ancient clay figures buried under your town that make noise when placed together.



Check it out! I dug up a mini squelchoid!

As you can see from the excitement, digging holes in the ground randomly unearths a super-cool Gyroid! This is the *only* way to find Gyroids, besides swapping them with your friends.



Sell Gyroids to Tom Nook for 828 Bells. However, he sells them back at more than 3,000, so sell Gyroids only if you don't want them, or you run out of room.

Gyroid
Request processed. May I be of further assistance?

You already have four Gyroids in your town—one next to each of the four player houses. However, these Gyroids act as personal assistants, and aren't like the ancient Gyroids you uncover with digging. Digging is the only way to find them!

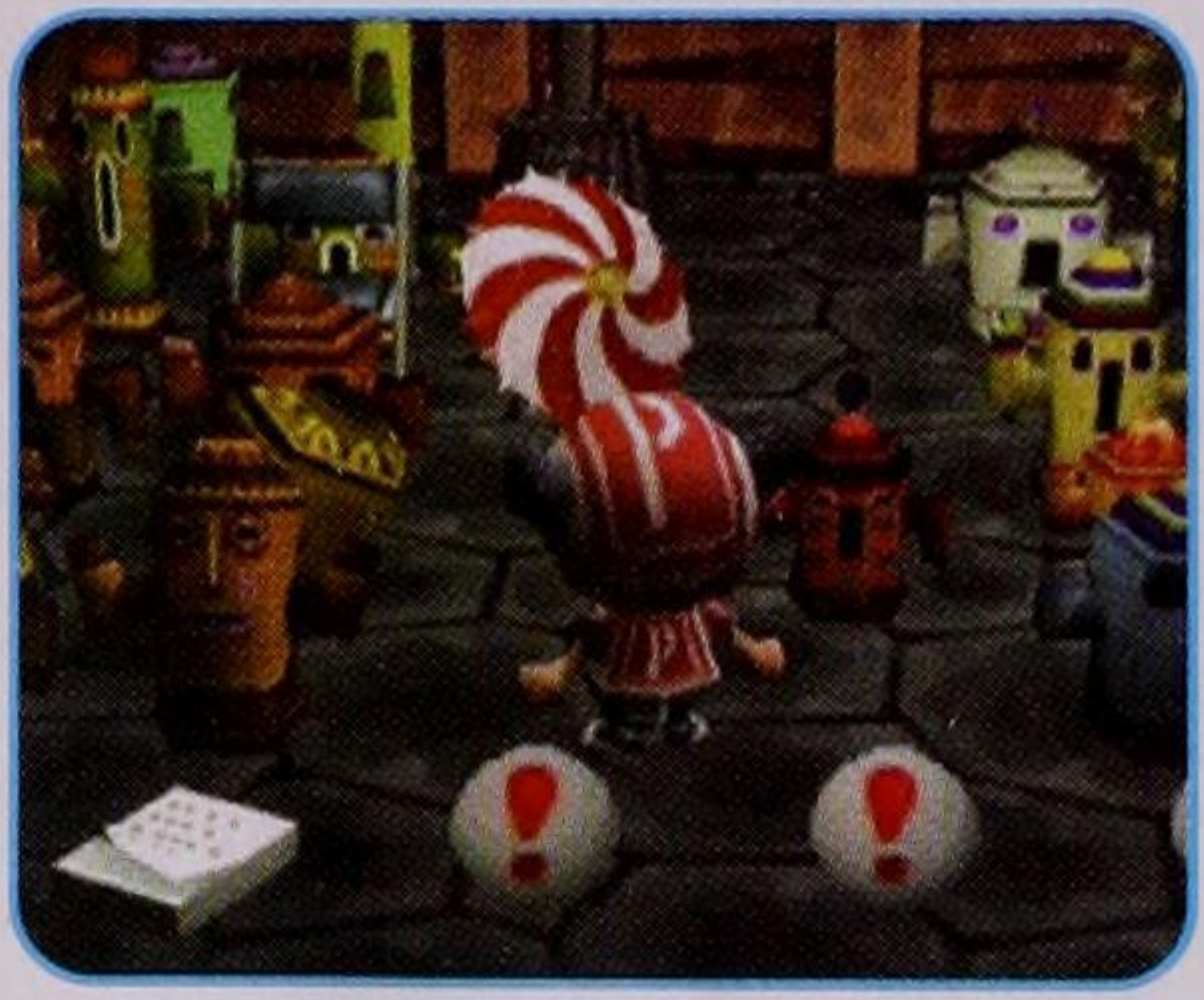
Once you return to your house and drop a Gyroid on your floor, you'll be amazed at the strange "gyration," or dance, that it performs waving its arms and making a specific noise. Each Gyroid makes a unique sound!

Think of the different Gyroids as part of a huge ancient orchestra! Some hum, others click, and still more buzz! All Gyroids come from a specific family. These range in size from two to six.

As shown above, Gyroids come in a variety of sizes: Mini, Regular, Tall, and Mega. The larger the Gyroid, the more deeper sound it makes. Larger Gyroid families may even have extra Mini, Tall, or Mega versions!

Placing similarly shaped and colored Gyroids together produces the full range of each family's sound. For example, nab three different Poltergoids and place them together to hear a bunch of clicking, rather than single weird clicks.

Play around with groups of families too; such as partnering two or three Gyroids from one family with two or three (or more) from another, to produce complementary sounds. Hear an infinite range of sounds!



Try to keep a few Gyroids in groups, in a room corner, to add a little chiming fun to your home. Don't overdo it, though, or people may go deaf when they enter your house. Look at our basement collection—someone make the noise stop!

Groups of complementary tinkling Gyroids add to your home's Happy Room value. Store the rest, or swap them with your friends. Finally, don't group too many Gyroids together or some won't work. Experiment, mix and match—you'll be full of Gyroid cheer for weeks!

Complete Gyroid Collection

NOTE

All the Gyroids on this list have the same Buy/Sell stats. For this reason, only the first Gyroid has all information listed.

Number: *1*
Name: *Tall Gongoid* ☐
Icon: *DIR, SM*
Time Frame: *None*
Buy: *3,312*
Sell: *828*

Number: *2*
Name: *Gongoid* ☐

Number: *3*
Name: *Tall Gongoid* ☐

Number: *4*
Name: *Mega Gongoid* ☐

Number: *5*
Name: *Mini Oombloid* ☐

Number: *6*
Name: *Oombloid* ☐

Number: *7*
Name: *Tall Oombloid* ☐

Number: *8*
Name: *Mega Oombloid* ☐

Number: *9*
Name: *Mini Echoid* ☐

Number: *10*
Name: *Tall Echoid* ☐

Number: *11*
Name: *Mega Echoid* ☐

Number: *12*
Name: *Mini Sputnoid* ☐

Number: *13*
Name: *Sputnoid* ☐

Number: *14*
Name: *Tall Sputnoid* ☐

Number: *15*
Name: *Mega Sputnoid* ☐

Number: *16*
Name: *Mini Dinkoid* ☐

Number: *17*
Name: *Mega Dinkoid* ☐

Number: *18*
Name: *Mini Fizzoid* ☐

Number: *19*
Name: *Mega Fizzoid* ☐

Number: *20*
Name: *Mini Gargloid* ☐

Number: *21*
Name: *Gargloid* ☐

Number: *22*
Name: *Mega Gargloid* ☐

Number: *23*
Name: *Mini Buzzoid* ☐

Number: *24*
Name: *Buzzoid* ☐

Number: *25*
Name: *Tall Buzzoid* ☐

Number: *26*
Name: *Mega Buzzoid* ☐

Number: *27*
Name: *Mini Sproid* ☐

Number: *28*
Name: *Sproid* ☐

Number: *29*
Name: *Tall Sproid* ☐

Number: *30*
Name: *Mega Sproid* ☐

Number: *31*
Name: *Mini Tootoid* ☐

Number: *32*
Name: *Tootoid* ☐

Number: *33*
Name: *Mega Tootoid* ☐

Number: *34*
Name: *Tall Droploid* ☐

Number: *35*
Name: *Tall Bovoid* ☐

Number: *36*
Name: *Mega Bovoid* ☐

Number: *37*
Name: *Mini Metatoid* ☐

Number: *38*
Name: *Metatoid* ☐

Number: *39*
Name: *Mini Bowtoid* ☐

Number: *40*
Name: *Bowtoid* ☐

Number: *41*
Name: *Tall Bowtoid* ☐

Number: *42*
Name: *Mega Bowtoid* ☐

Number: *43*
Name: *Mini Lamentoid* ☐

Number: *44*
Name: *Lamentoid* ☐

Number: *45*
Name: *Tall Lamentoid* ☐

Number: *46*
Name: *Mega Lamentoid* ☐

Number: *47*
Name: *Mini Timpanoid* ☐

Number: *48*
Name: *Timpanoid* ☐

Number: *49*
Name: *Tall Timpanoid* ☐

Number: *50*
Name: *Mega Timpanoid* ☐

Number: *51*
Name: *Mini Quazoid* ☐

Number: *52*
Name: *Quazoi* ☐

Number: *53*
Name: *Tall Quazoid* ☐

Number: *54*
Name: *Slim Quazoid* ☐

Number: *55*
Name: *Mega Quazoid* ☐

Number: *56*
Name: *Mini Dekkoid* ☐

Number: *57*
Name: *Dekkoid* ☐

Number: *58*
Name: *Mega Dekkoid* ☐

Number: *59*
Name: *Mini Alloid* ☐

Number: *60*
Name: *Tall Alloid* ☐

Number: *61*
Name: *Mega Alloid* ☐

Number: *62*
Name: *Mini Freakoid* ☐

Number: *63*
Name: *Mega Freakoid* ☐

Number: *64*
Name: *Wee Dingloid* ☐

Number: *65*
Name: *Mini Dingloid* ☐

Number: *66*
Name: *Dingloid* ☐

Number: *67*
Name: *Tall Dingloid* ☐

Number: *68*
Name: *Squat Dingloid* ☐

Number: *69*
Name: *Mega Dingloid* ☐

Number: *70*
Name: *Mini Clankoid* ☐

Number: *71*
Name: *Clankoid* ☐

Number: *72*
Name: *Tall Clankoid* ☐

Number: *73*
Name: *Mega Clankoid* ☐

Number: *74*
Name: *Mini Croakoid* ☐

Number: *75*
Name: *Croakoid* ☐

Number: *76*
Name: *Tall Croakoid* ☐

Number: *77*
Name: *Mega Croakoid* ☐

Number: *78*
Name: *Mini Poltergoid* ☐

Number: *79*
Name: *Poltergoid* ☐

Number: *80*
Name: *Tall Poltergoid* ☐

Number: *81*
Name: *Mega Poltergoid* ☐

Number: *82*
Name: *Mini Warbloid* ☐

Number: *83*
Name: *Warbloid* ☐

Number: *84*
Name: *Tall Warbloid* ☐

Number: *85*
Name: *Mini Rustoid* ☐

Number: *86*
Name: *Rustoid* ☐

Number: *87*
Name: *Mega Rustoid* ☐

Number: *88*
Name: *Tall Percoloid* ☐

Number: *89*
Name: *Mega Percoloid* ☐

Number: *90*
Name: *Mini Puffoid* ☐

Number: *91*
Name: *Tall Puffoid* ☐

Number: *92*
Name: *Mega Puffoid* ☐

Number: *93*
Name: *Mini Rhythmoid* ☐

Number: *94*
Name: *Rhythmoid* ☐

Number: *95*
Name: *Oboid* ☐

Number: *96*
Name: *Tall Oboid* ☐

Number: *97*
Name: *Mega Oboid* ☐

Number: *98*
Name: *Mini Howloid* ☐

Number: *99*
Name: *Howloid* ☐

Number: *100*
Name: *Mega Howloid* ☐

Number: *101*
Name: *Mini Harmonoid* ☐

Number: *102*
Name: *Harmonoid* ☐

Number: *103*
Name: *Tall Harmonoid* ☐

Number: *104*
Name: *Mega Harmonoid* ☐

Number: *105*
Name: *Mini Strumboid* ☐

Number: *106*
Name: *Strumboid* ☐

Number: *107*
Name: *Tall Strumboid* ☐

Number: *108*
Name: *Mega Stumboid* ☐

Number: *109*
Name: *Mini Lullaboid* ☐

Number: *110*
Name: *Lullaboid* ☐

Number: *111*
Name: *Tall Lullaboid* ☐

Number: *112*
Name: *Mega Lullaboid* ☐

Number: *113*
Name: *Mini Drilloid* ☐

Number: *114*
Name: *Drilloid* ☐

Number: *115*
Name: *Mega Drilloid* ☐

Number: *116*
Name: *Mini Nebuloid* ☐

Number: *117*
Name: *Nebuloid* ☐

Number: *118*
Name: *Tall Nebuloid* ☐

Number: *119*
Name: *Slim Nebuloid* ☐

Number: *120*
Name: *Squat Nebuloid* ☐

Number: *121*
Name: *Mega Nebuloid* ☐

Number: *122*
Name: *Mini Plinkoid* ☐

Number: *123*
Name: *Plinkoid* ☐

Number: *124*
Name: *Mega Plinkoid* ☐

Number: *125*
Name: *Mini Squelchoid* ☐

Number: *126*
Name: *Squelchoid* ☐

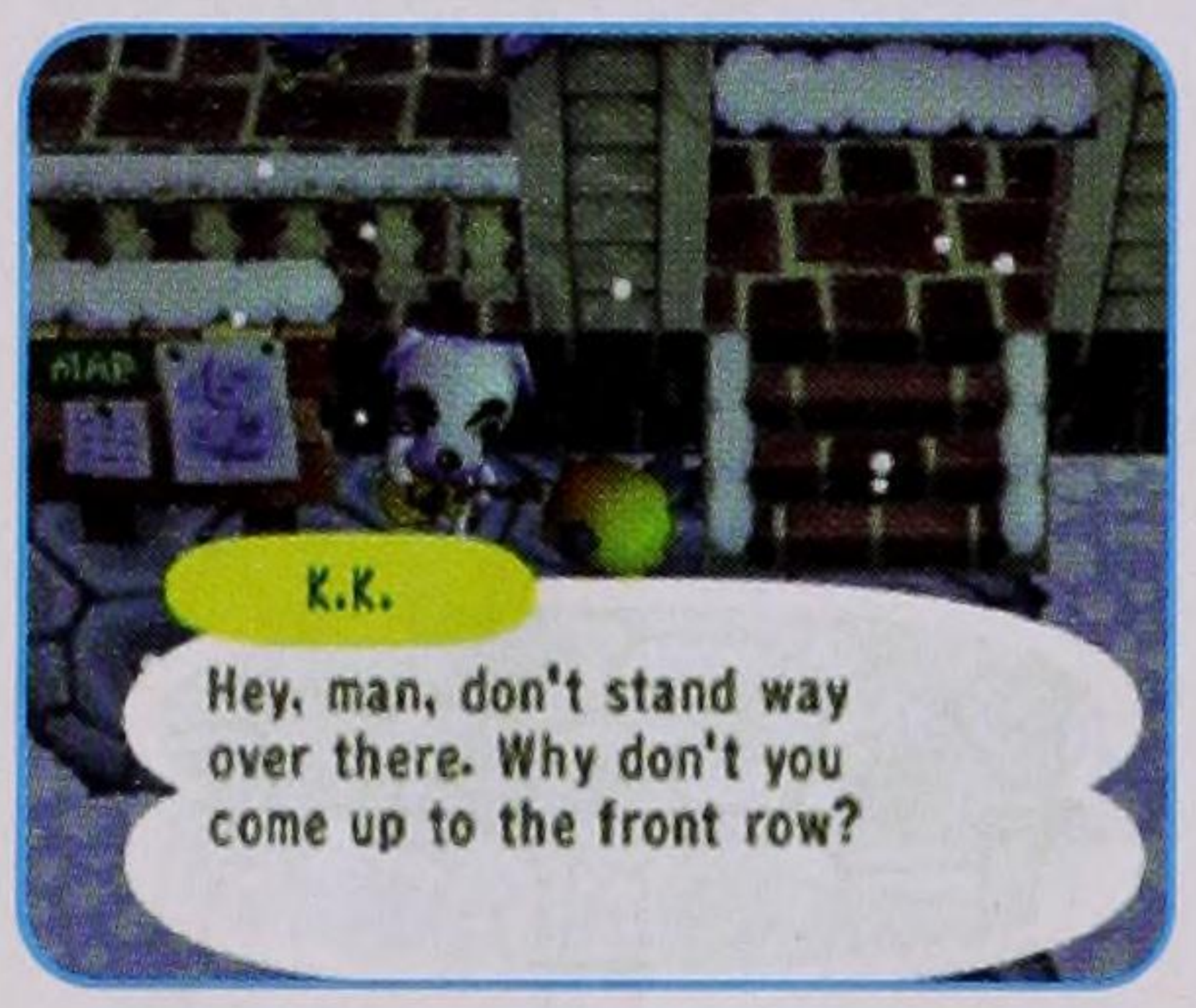
Number: *127*
Name: *Mega Squelchoid* ☐

Bringing Music to Your Ears

How Are They Primarily Found?

Listening to K.K. Slide

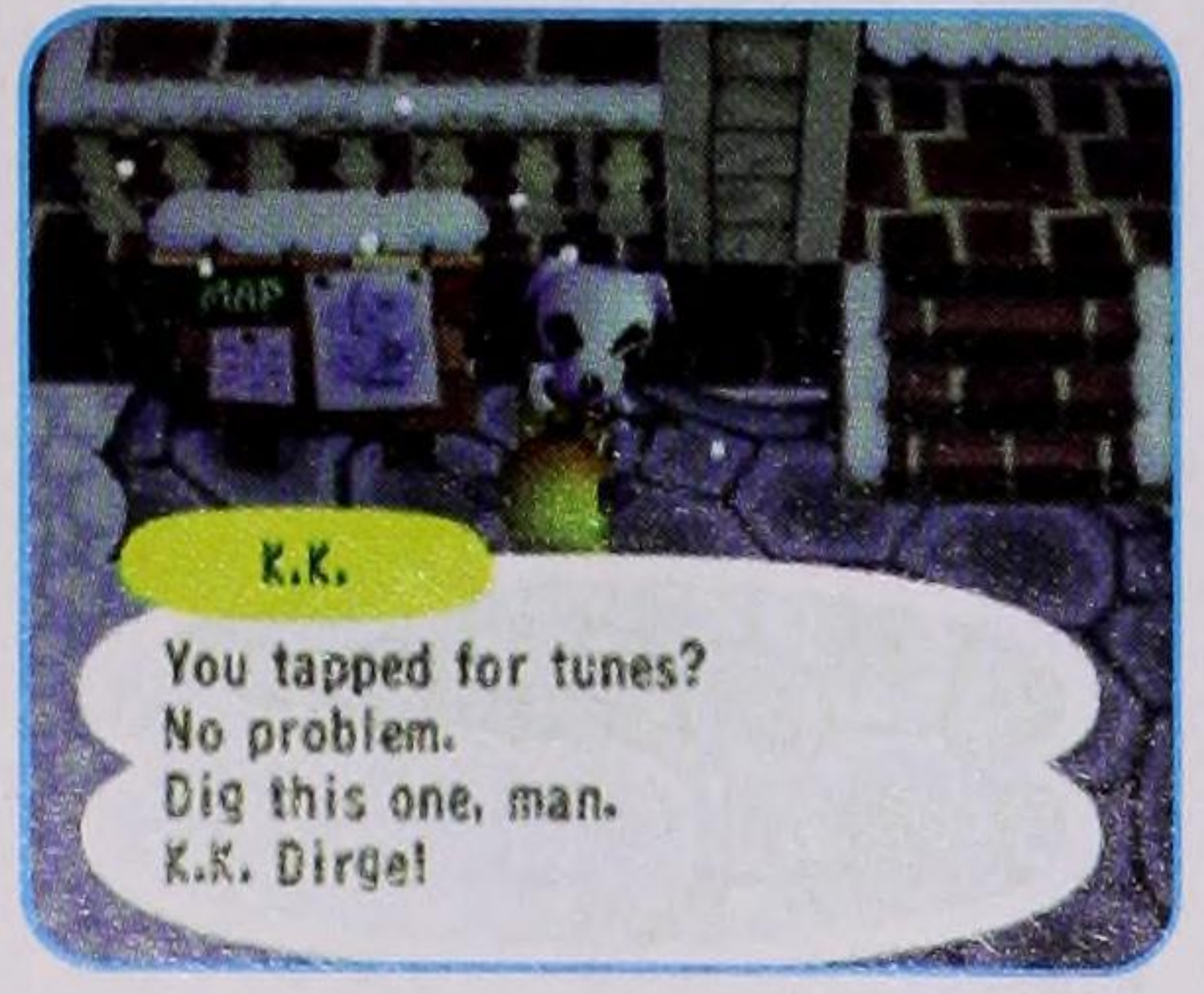
Collectible Cards



K.K.

Hey, man, don't stand way over there. Why don't you come up to the front row?

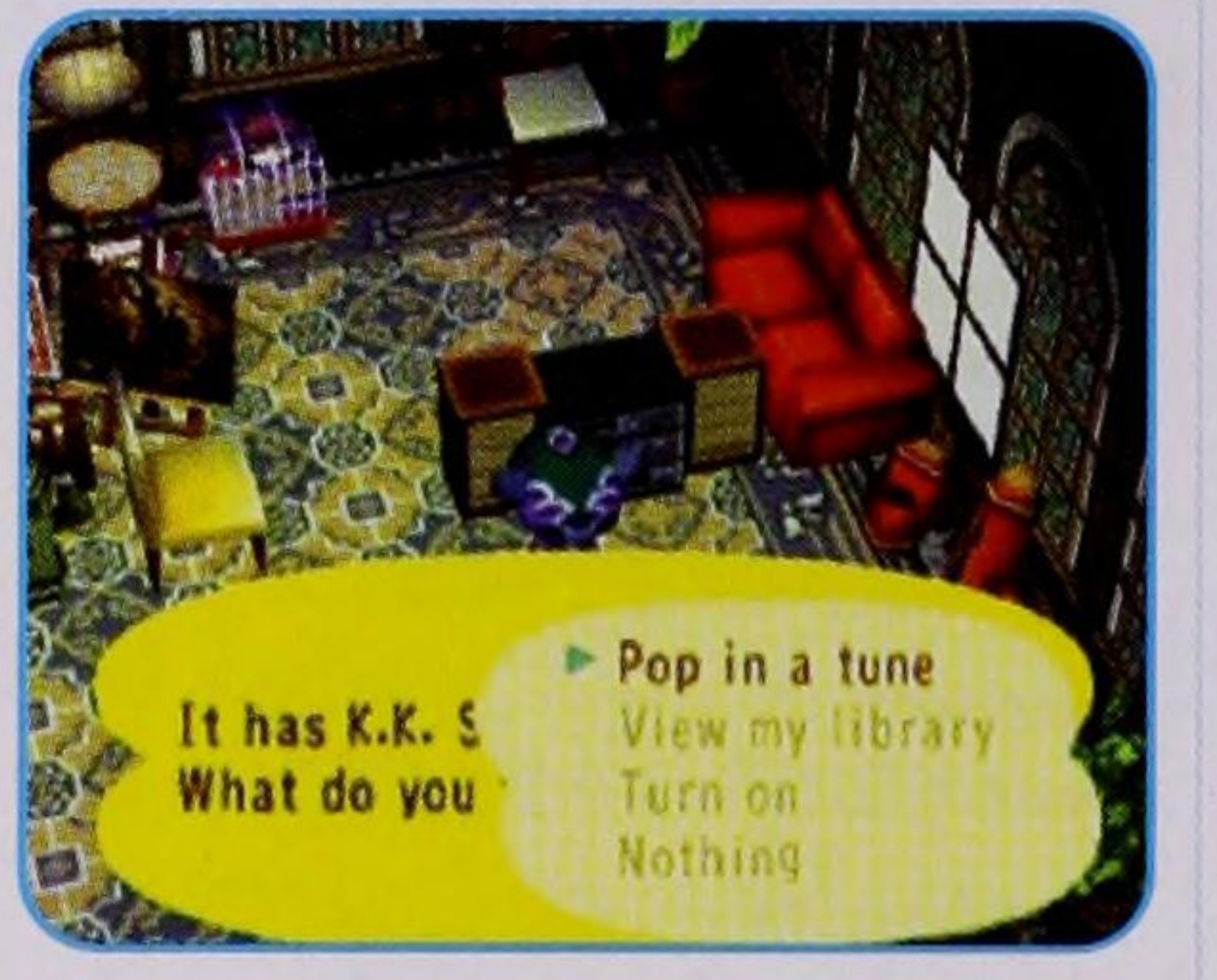
Join K.K. Slider, at the front of the train station clock, near the map, every Saturday evening between the hours of 20:00-24:00 (8 p.m. to 12 midnight). It's here that you'll be able to rock out to his doggie guitar magic!



K.K.

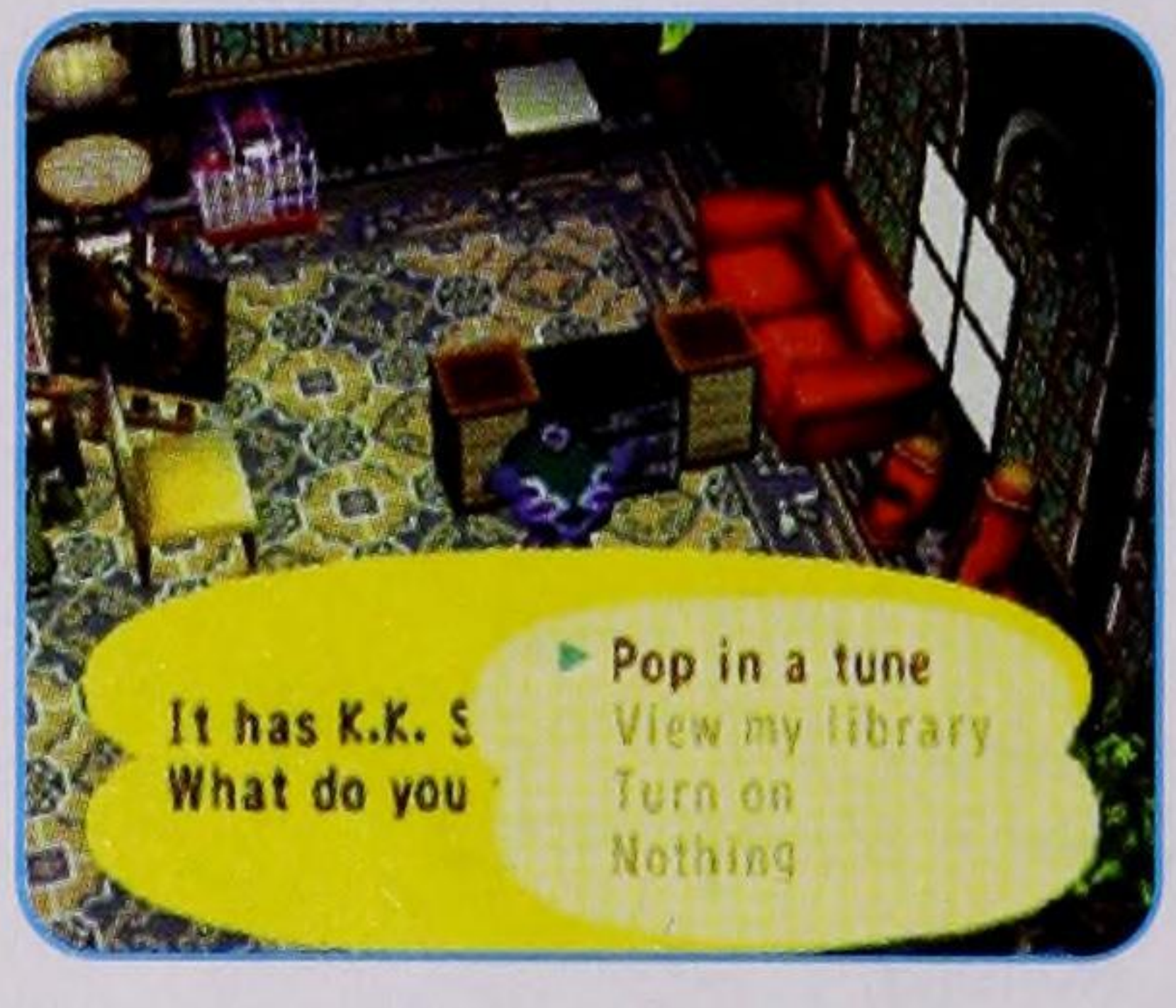
You tapped for tunes? No problem. Dig this one, man. K.K. Dirge!

Sometimes, after his musical rendition, he'll give you the opportunity to own the tune he's just strummed. Of course, you should accept this! Once you've taken his Gold Note, head back to your house.



It has K.K. S
What do you

Here, utilize a piece of furniture (shown in the earlier lists) that is able to play this piece of music, such as the Gramophone, or Hi-Fi Stereo. Go over to this item and press Ⓐ.



It has K.K. S
What do you

You'll now be able to choose from your collected songs in a new Music Menu. Place the song you want inside the furniture, and it starts to play! Return to the house, and the music will play every time, including when friends come round.

We recommend the Drum & Bass combined with some Gyroid sounds! Now keep returning to K.K. Slider on Saturday nights to continue your collection. You can't buy tunes from Tom Nook, but you can sell them for 5 Bells, and buy them back for 20 Bells.

Complete Music Collection

NOTE

All the Music on this list has the same buy/sell stats. For this reason, only the first entry has that information listed.

Number: *1*
Name: *K.K. Chorale* ☐
Buy: *20*
Sell: *5*

Number: *2*
Name: *K.K. March* ☐

Number: *3*
Name: *K.K. Waltz* ☐

Number: *4*
Name: *K.K. Swing* ☐

Number: *5*
Name: *K.K. Jazz* ☐

Number: *6*
Name: *K.K. Fusion* ☐

Number: *7*
Name: *K.K. Etude* ☐

Number: *8*
Name: *K.K. Lullaby* ☐

Number: *9*
Name: *K.K. Aria* ☐

Number: *10*
Name: *K.K. Samba* ☐

Number: *11*
Name: *K.K. Bossa* ☐

Number: *12*
Name: *K.K. Calypso* ☐

Number: *13*
Name: *K.K. Salso* ☐

Number: *14*
Name: *K.K. Mambo* ☐

Number: *15*
Name: *K.K. Reggae* ☐

Number: *16*
Name: *K.K. Ska* ☐

Number: *17*
Name: *K.K. Tango* ☐

Number: *18*
Name: *K.K. Faire* ☐

Number: *19*
Name: *Aloha K.K.* ☐

Number: *20*
Name: *Lucky K.K.* ☐

Number: *21*
Name: *K.K. Condor* ☐

Number: *22*
Name: *K.K. Steppe* ☐

Number: *23*
Name: *Imperial K.K.* ☐

Number: *24*
Name: *K.K. Casbah* ☐

Number: *25*
Name: *K.K. Safari* ☐

Number: *26*
Name: *K.K. Folk* ☐

Number: *27*
Name: *K.K. Rock* ☐

Number: *28*
Name: *Rockin' K.K.* ☐

Number: *29*
Name: *K.K. Ragtime* ☐

Number: *30*
Name: *K.K. Gumbo* ☐

Number: *31*
Name: *The K. Funk* ☐

Number: *32*
Name: *K.K. Blues* ☐

Number: *33*
Name: *Soulful K.K.* ☐

Number: *34*
Name: *K.K. Soul* ☐

Number: *35*
Name: *K.K. Cruisin'* ☐

Number: *36*
Name: *K.K. Love Song* ☐

Number: *37*
Name: *K.K. Drum & Bass* ☐

Number: *38*
Name: *K.K. Technopop* ☐

Number: *39*
Name: *DJ K.K.* ☐

Number: *40*
Name: *Only Me* ☐

Number: *41*
Name: *K.K. Country* ☐

Number: *42*
Name: *K.K. Surfin'* ☐

Number: *43*
Name: *K.K. Ballard* ☐

Number: *44*
Name: *Comrade K.K.* ☐

Number: *45*
Name: *K.K. Lament* ☐

Number: *46*
Name: *Go K.K. Rider!* ☐

Number: *47*
Name: *K.K. Dirge* ☐

Number: *48*
Name: *K.K. Western* ☐

Number: *49*
Name: *Mr. K.K.* ☐

Number: *50*
Name: *Café K.K.* ☐

Number: *51*
Name: *K.K. Parade* ☐

Number: *52*
Name: *Senor K.K.* ☐

Number: *53*
Name: *K.K. Song* ☐

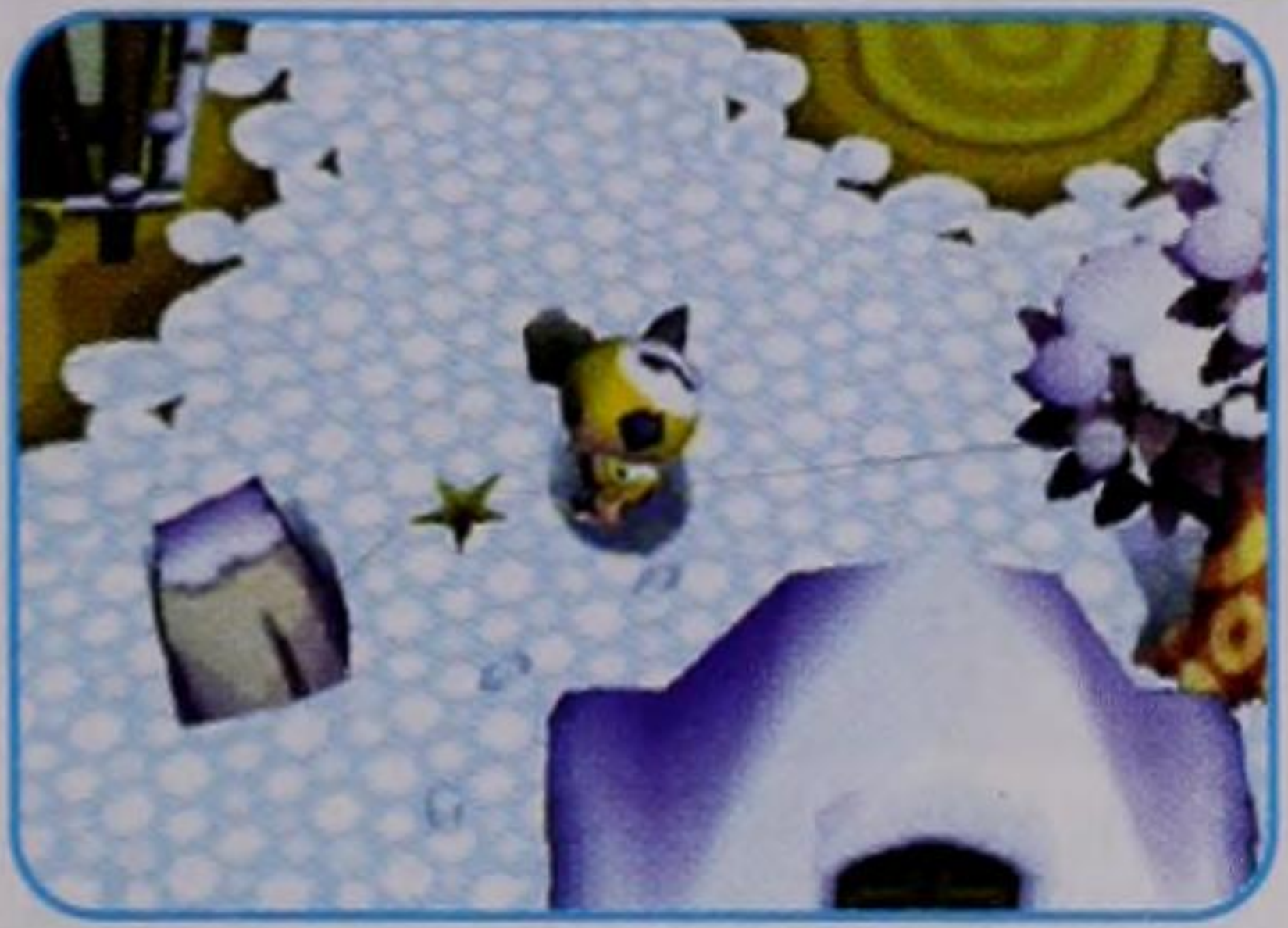
Number: *54*
Name: *I Love You* ☐

Number: *55*
Name: *Two Days Ago* ☐

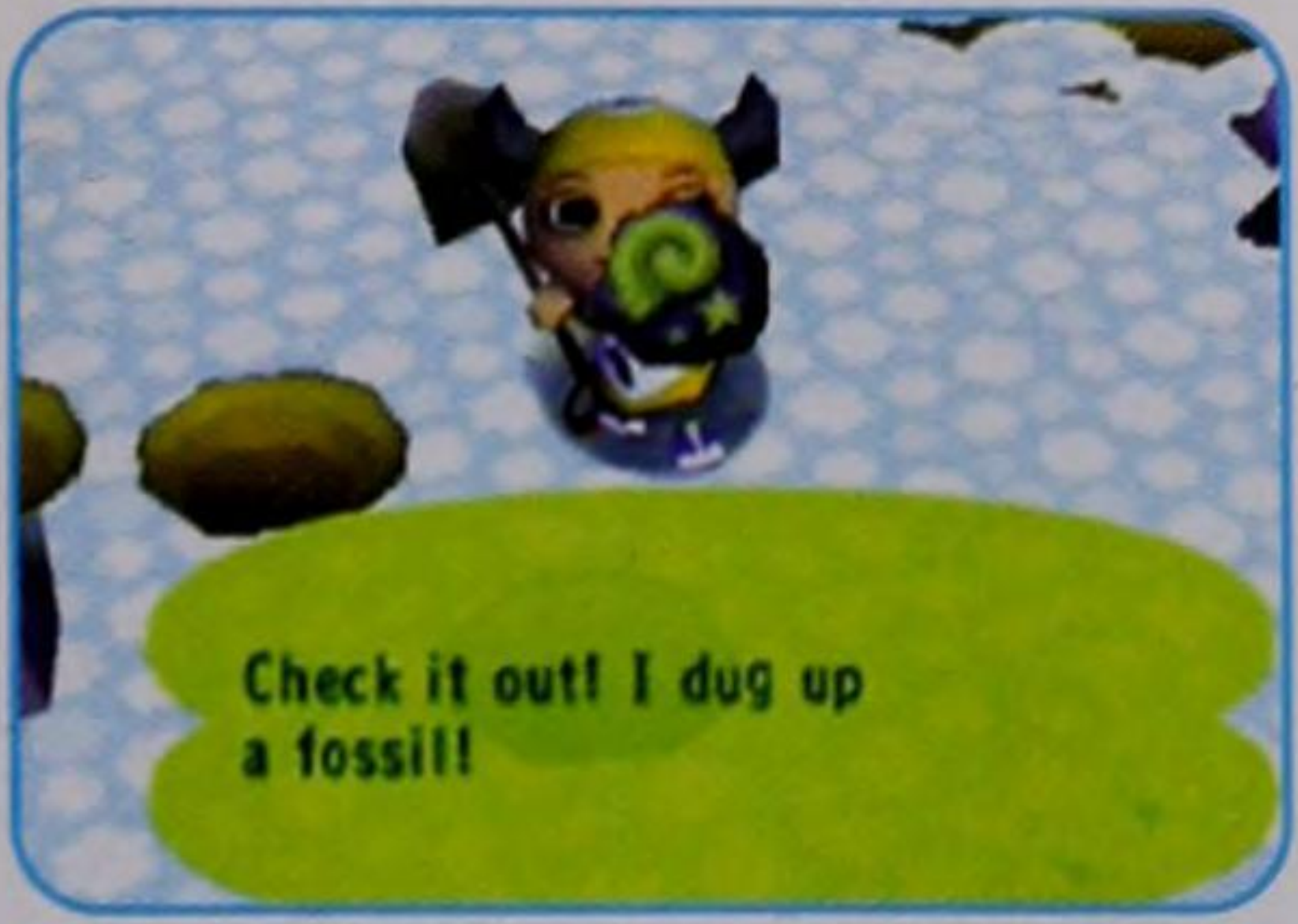
Collecting Fearsome Fossils

How Are They Primarily Found?

Digging cracks in the ground

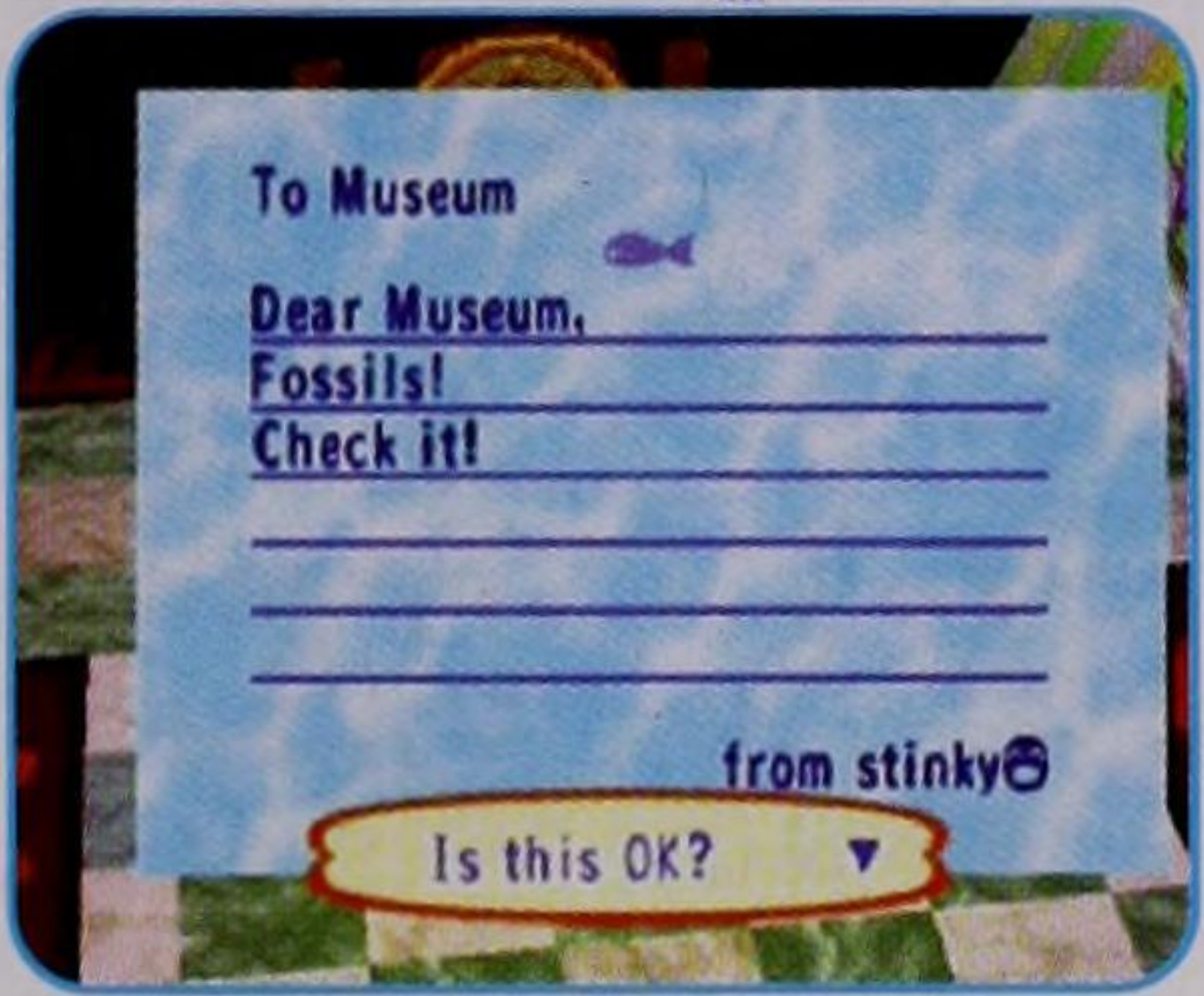


There's only one way to find Fossils, and that's to buy a Shovel from Tom Nook and run around town, looking for tiny cracks in the ground.



Check it out! I dug up a fossil!

Once you find one, dig! You uncover a wide variety of objects, but often you find a Fossil. But hold on; you can't give that to the Museum yet—it must be cleaned and identified first.



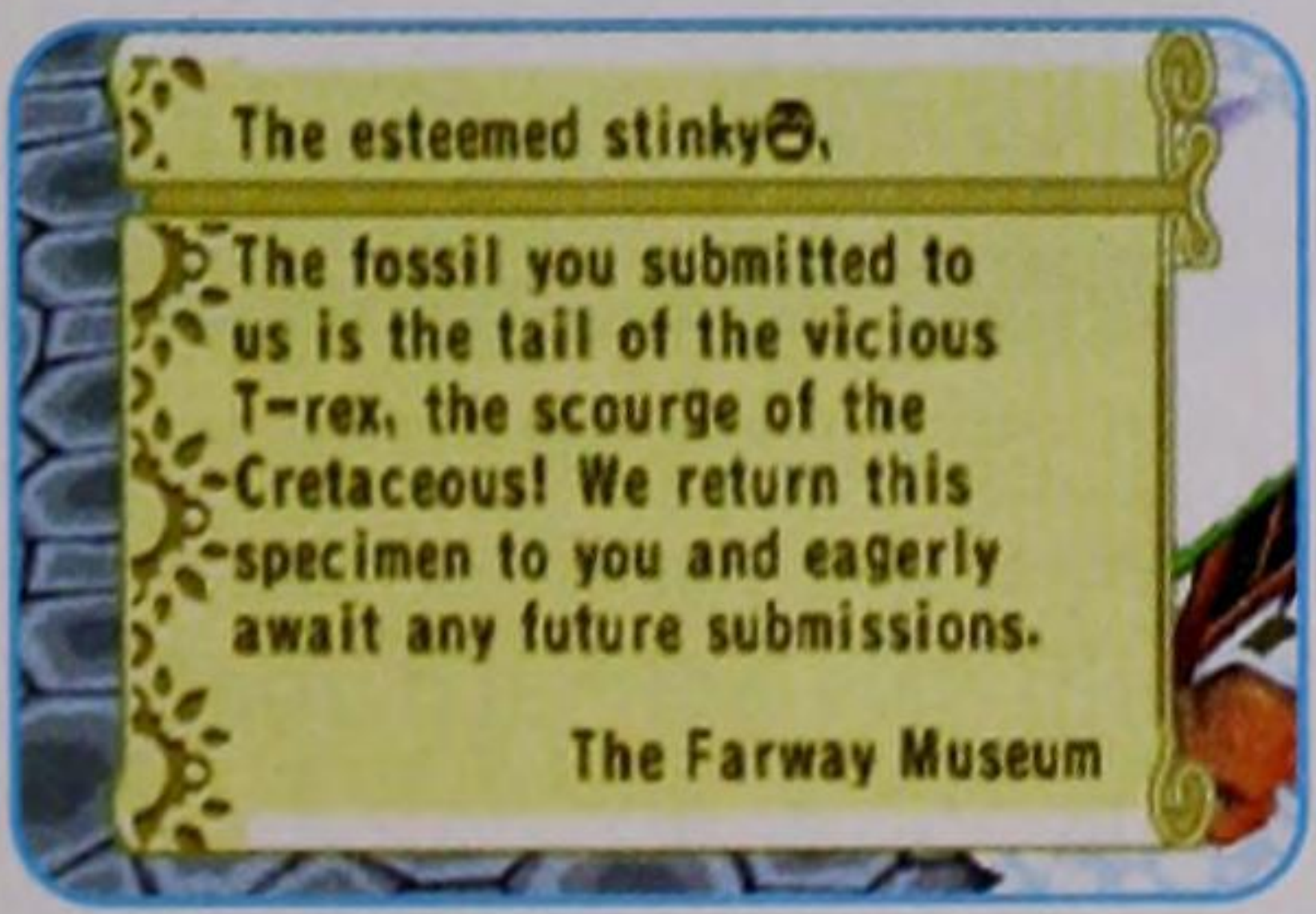
To Museum

Dear Museum,
Fossils!
Check it!

from stinky

Is this OK?

This entails writing a letter to the Farway Museum, mailing it with the Fossil attached as a present, and then waiting for the mail to arrive the next day (or next time you play). You can send as many Fossils as you like, just one per letter.



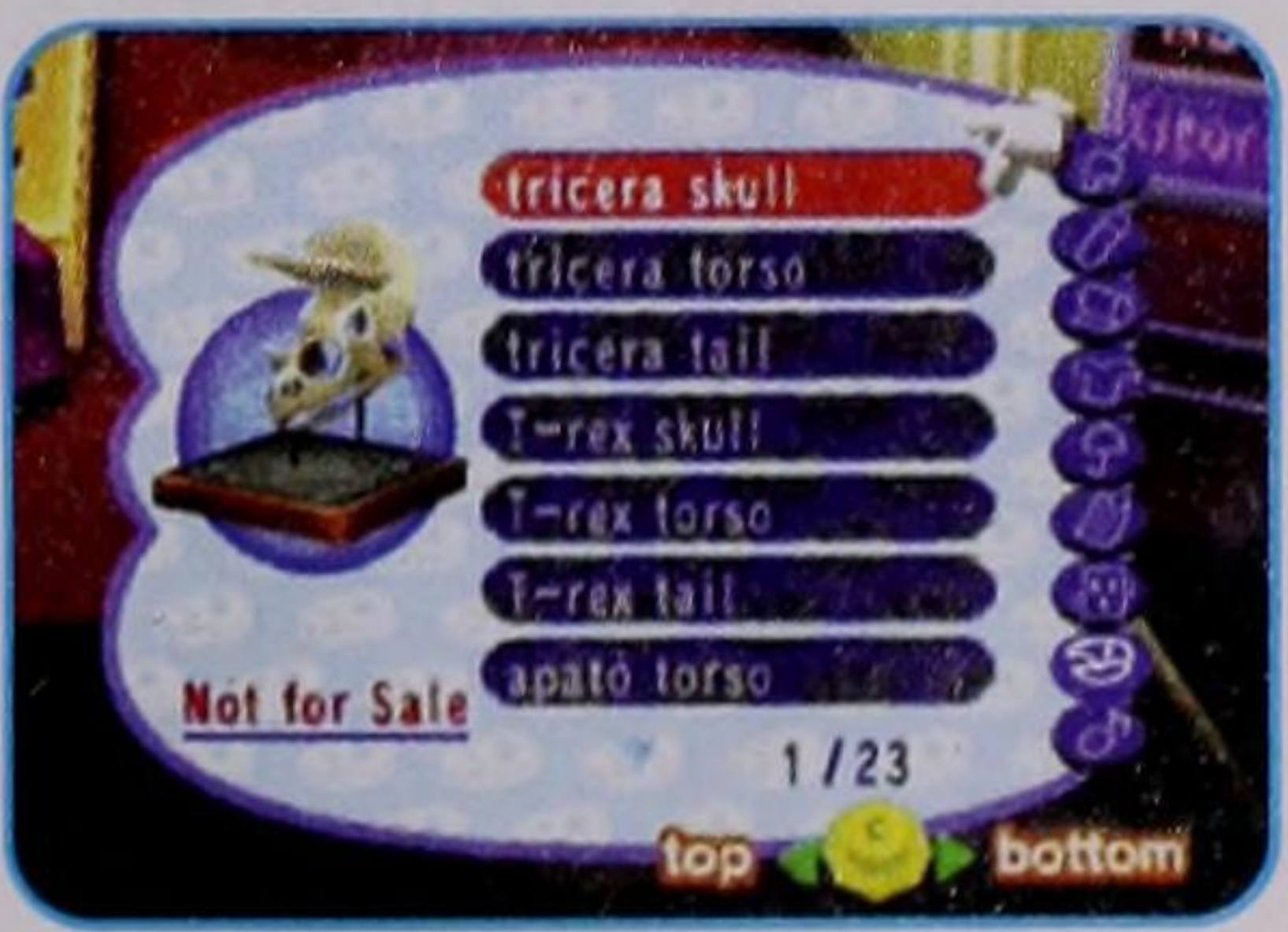
The esteemed stinky,

The fossil you submitted to us is the tail of the vicious T-rex, the scourge of the Cretaceous! We return this specimen to you and eagerly await any future submissions.

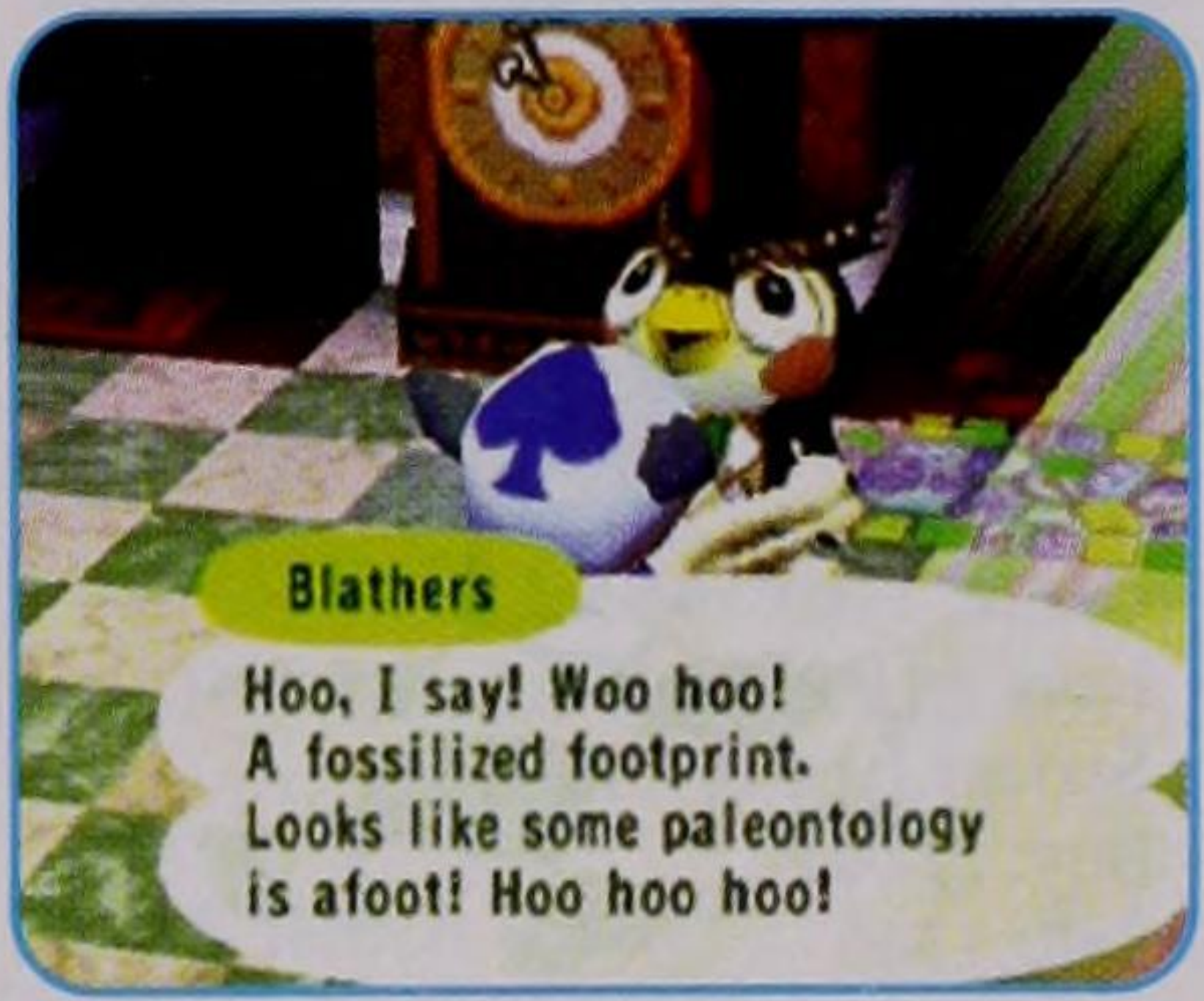
The Farway Museum

You usually receive up to three cleaned and processed Fossils per day no matter how many you mail. You get the more common Fossils (the cheaper ones on the list) more often than the rare ones. Now donate them to the Museum!

Any duplicates can be sold to Tom Nook, traded with friends, or placed in your house as an interesting object to look at! It's difficult to collect all the Museum Fossils, so ask your friends whether they have the Fossil you need.



When you sell a Fossil to Tom Nook, you can't order it from the catalog—only view it. So be careful when you sell, and only get rid of Fossils you know your friends and the Museum doesn't need!



Blathers

Hoo, I say! Woo hoo! A fossilized footprint. Looks like some paleontology is afoot! Hoo hoo hoo!

Your house isn't big enough to accommodate many dinosaur bones, so don't go crazy with your collection. Instead, make sure you check your friends' towns and donate there. Or ask crazy amounts of money for Fossils your friends desperately need to complete a collection!

Complete Fossil Collection

tricera torso
tricera tail
T-rex skull
T-rex torso
T-rex tail
apato torso
apato tail
Not for Sale
7 / 23
top
bottom

T-rex torso
T-rex tail
apato torso
apato tail
stego skull
stego torso
stego tail
Not for Sale
10 / 23
top
bottom

T-rex tail
apato torso
apato tail
stego skull
stego torso
stego tail
ptera skull
Not for Sale
11 / 23
top
bottom

T-rex skull
T-rex torso
T-rex tail
apato torso
apato tail
stego skull
stego torso
Not for Sale
9 / 23
top
bottom

tricera skull
tricera torso
tricera tail
T-rex skull
T-rex torso
T-rex tail
apato torso
Not for Sale
4 / 23
top
bottom

Number: *1*
Name: *Tricera Skull* ☐
Icon: *NON-DIR, L*
Series: *Triceratops*
Buy: *22,000*
Sell: *5,500*

Number: *2*
Name: *Tricera Torso* ☐
Icon: *NON-DIR, L*
Series: *Triceratops*
Buy: *20,000*
Sell: *5,000*

Number: *3*
Name: *Tricera Tail* ☐
Icon: *NON-DIR, L*
Series: *Triceratops*
Buy: *18,000*
Sell: *4,500*

Number: *4*
Name: *T-Rex Skull* ☐
Icon: *NON-DIR, L*
Series: *Tyranosaurus*
Buy: *24,000*
Sell: *6,000*

Number: *5*
Name: *T-Rex Torso* ☐
Icon: *NON-DIR, L*
Series: *Tyranosaurus*
Buy: *22,000*
Sell: *5,500*

Number: *6*
Name: *T-Rex Tail* ☐
Icon: *NON-DIR, L*
Series: *Tyranosaurus*
Buy: *20,000*
Sell: *5,000*

Number: *7*
Name: *Apato Skull* ☐
Icon: *NON-DIR, L*
Series: *Brontosaurus*
Buy: *20,000*
Sell: *5,000*

Number: *8*
Name: *Apato Torso* ☐
Icon: *NON-DIR, L*
Series: *Brontosaurus*
Buy: *18,000*
Sell: *4,500*

Number: *9*
Name: *Apato Tail* ☐
Icon: *NON-DIR, L*
Series: *Brontosaurus*
Buy: *16,000*
Sell: *4,000*

Number: *10*
Name: *Stego Skull* ☐
Icon: *NON-DIR, M*
Series: *Stegosaurus*
Buy: *20,000*
Sell: *5,000*

Number: *11*
Name: *Stego Torso* ☐
Icon: *NON-DIR, L*
Series: *Stegosaurus*
Buy: *18,000*
Sell: *4,500*

Number: *12*
Name: *Stego Tail* ☐
Icon: *NON-DIR, L*
Series: *Stegosaurus*
Buy: *16,000*
Sell: *4,000*

Number: *13*
Name: *Ptera Skull* ☐
Icon: *NON-DIR, M*
Series: *Pteranodon*
Buy: *16,000*
Sell: *4,000*

Number: *14*
Name: *Ptera Left Wing* ☐
Icon: *NON-DIR, M*
Series: *Pteranodon*
Buy: *18,000*
Sell: *4,500*

Number: *15*
Name: *Ptera Right Wing* ☐
Icon: *NON-DIR, M*
Series: *Pteranodon*
Buy: *18,000*
Sell: *4,500*

Number: *16*
Name: *Plesio Skull* ☐
Icon: *NON-DIR, L*
Series: *Dipterocarp*
Buy: *16,000*
Sell: *4,000*

Number: *17*
Name: *Ptero Neck* ☐
Icon: *NON-DIR, L*
Series: *Dipterocarp*
Buy: *18,000*
Sell: *4,500*

Number: *18*
Name: *Ptero Tail* ☐
Icon: *NON-DIR, L*
Series: *Dipterocarp*
Buy: *18,000*
Sell: *4,500*

Number: *19*
Name: *Mammoth Skull* ☐
Icon: *NON-DIR, L*
Series: *Mammoth*
Buy: *12,000*
Sell: *3,000*

Number: *20*
Name: *Mammoth Torso* ☐
Icon: *NON-DIR, L*
Series: *Mammoth*
Buy: *10,000*
Sell: *2,500*

Number: *21*
Name: *Amber* ☐
Icon: *NON-DIR, S*
Series: *Other*
Buy: *4,800*
Sell: *1,200*

Number: *22*
Name: *Dinosaur Track* ☐
Icon: *NON-DIR, S*
Series: *Other*
Buy: *4,000*
Sell: *1,000*

Number: *23*
Name: *Ammonite* ☐
Icon: *NON-DIR, S*
Series: *Other*
Buy: *4,400*
Sell: *1,100*

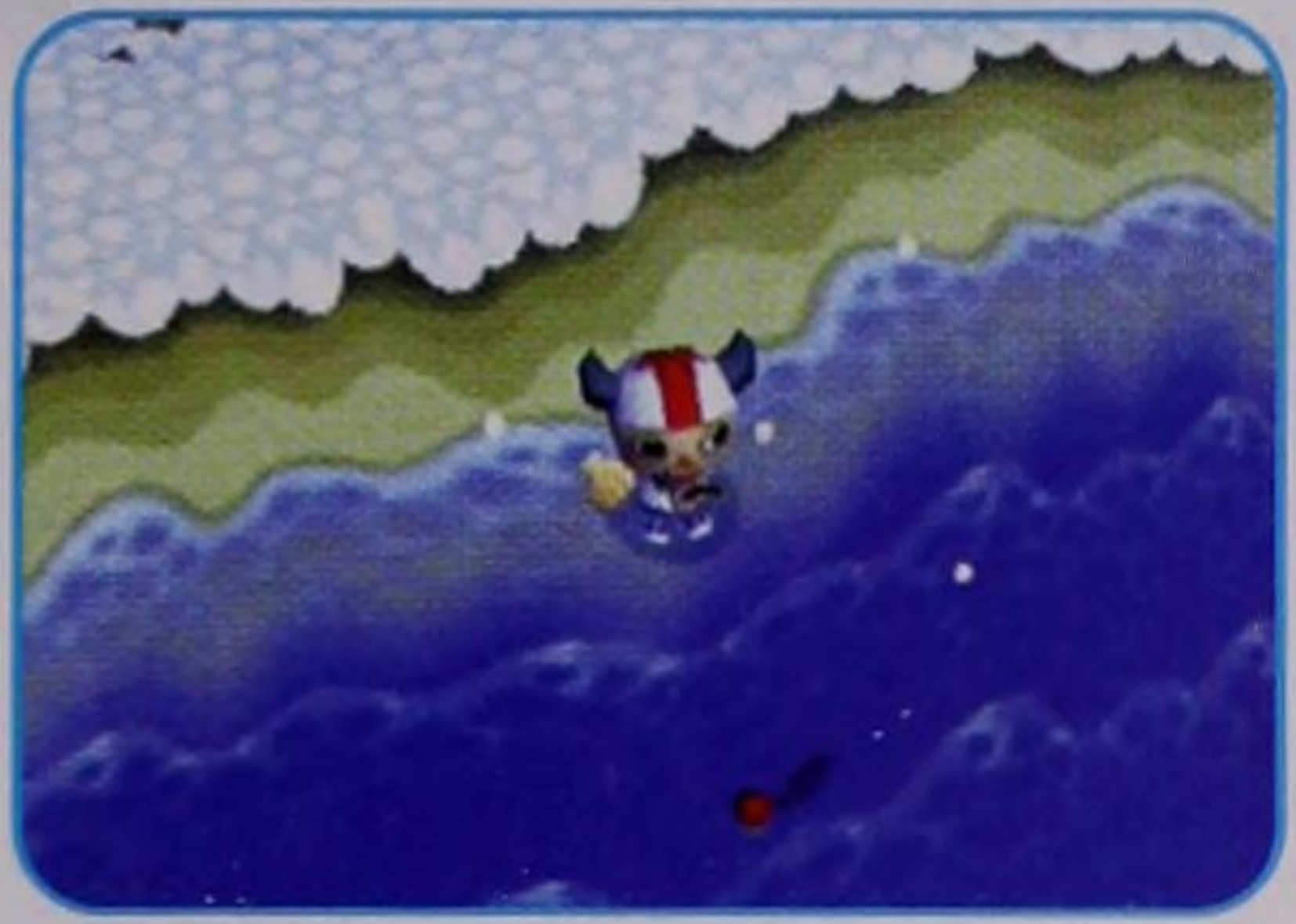
Number: *24*
Name: *Dinosaur Egg* ☐
Icon: *NON-DIR, S*
Series: *Other*
Buy: *5,600*
Sell: *1,400*

Number: *25*
Name: *Trilobite* ☐
Icon: *NON-DIR, S*
Series: *Other*
Buy: *5,200*
Sell: *1,300*

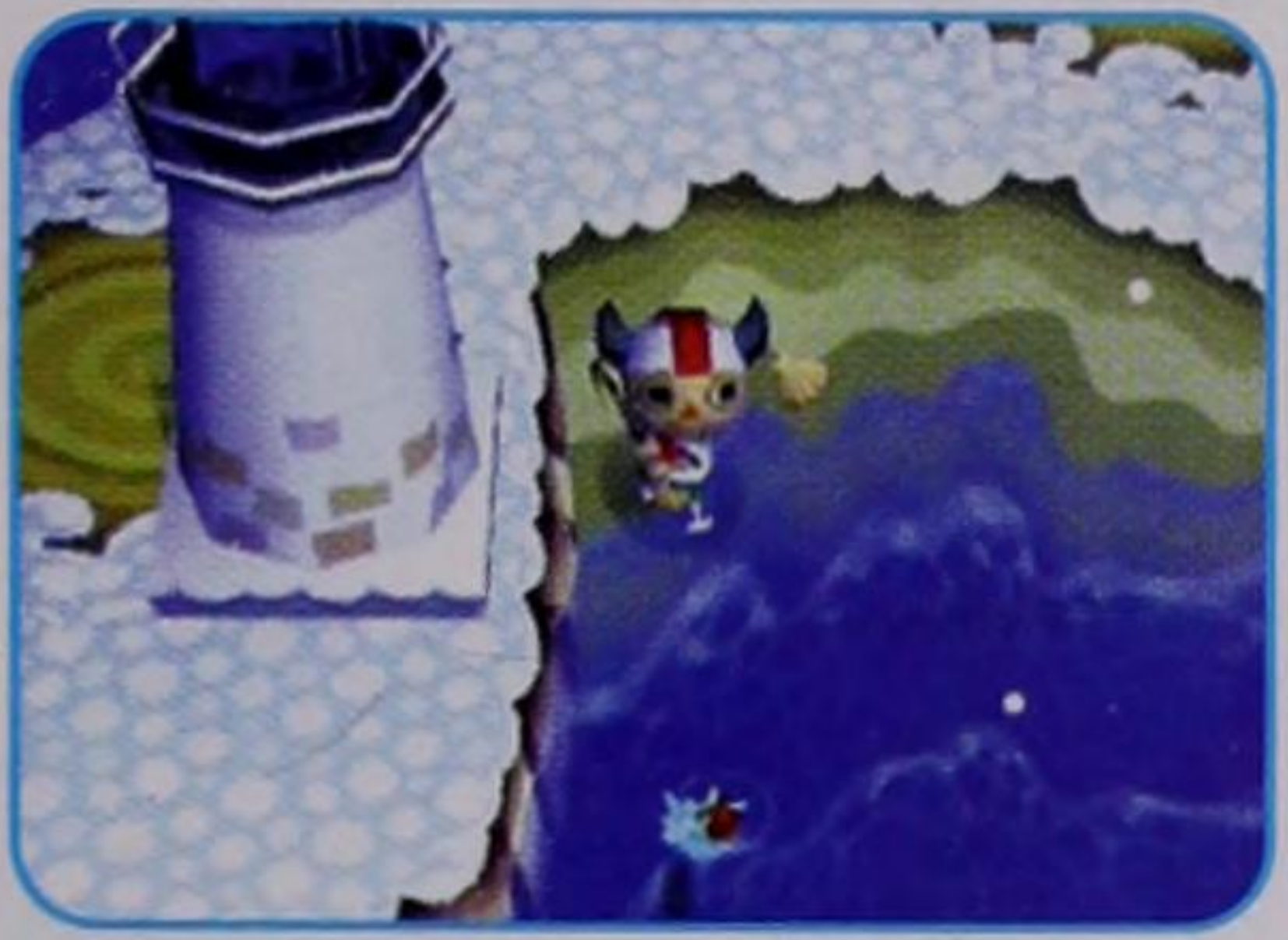
Finding Fishes

How Are They Primarily Found?

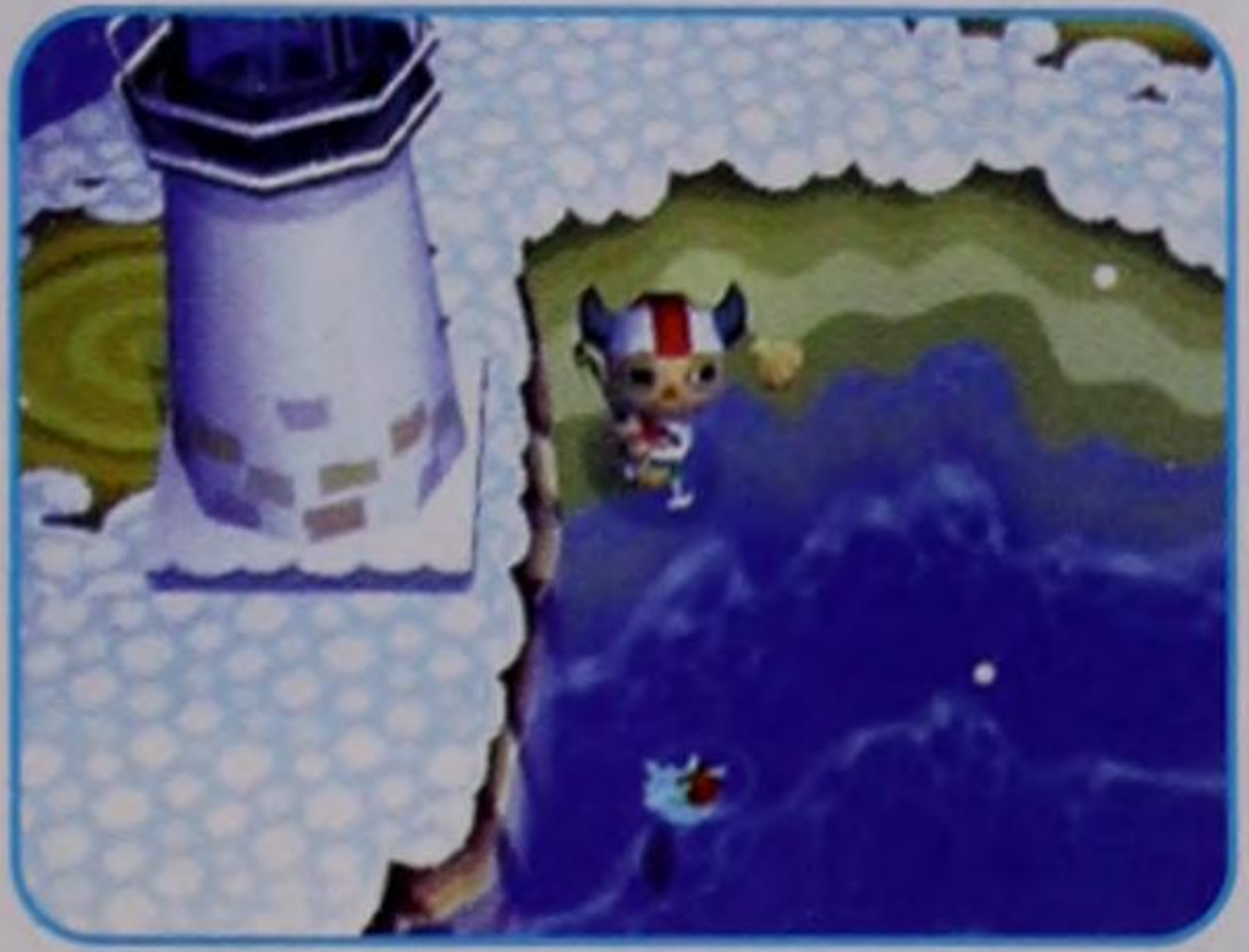
Fishing in Bodies of Water



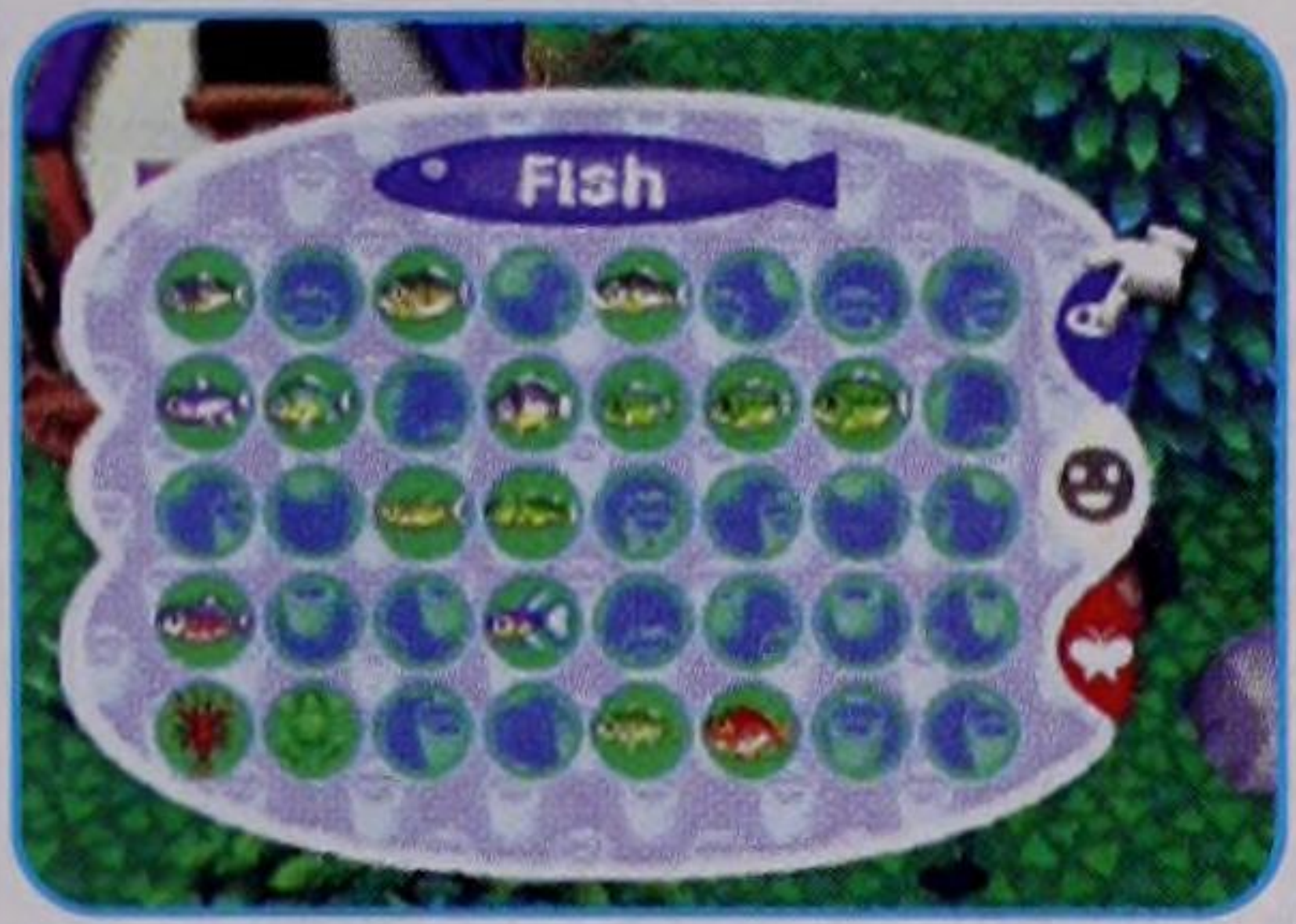
As soon as you can, go get that Fishing Rod, and start casting into the pools and oceans around the town. See those black fishy shadows? That's your Fish right there!



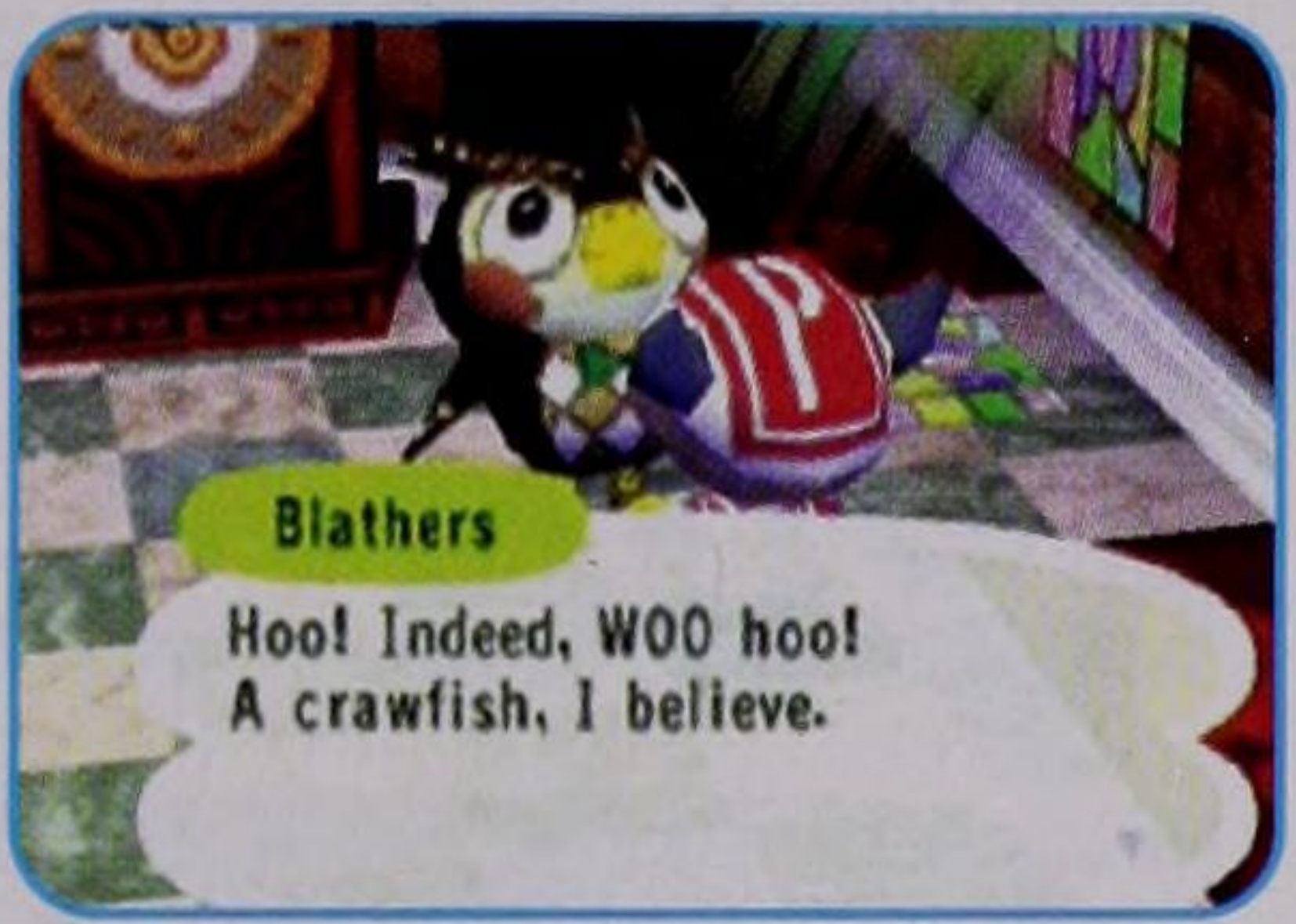
Cast your hook so it lands upstream and in the direction the Fish is facing, then wait for it to float into the Fish, or for the Fish to swim up and eat the bait. Wait for the bait bob to go underwater.



Sometimes this happens immediately, sometimes it happens after a little bit of splashing.



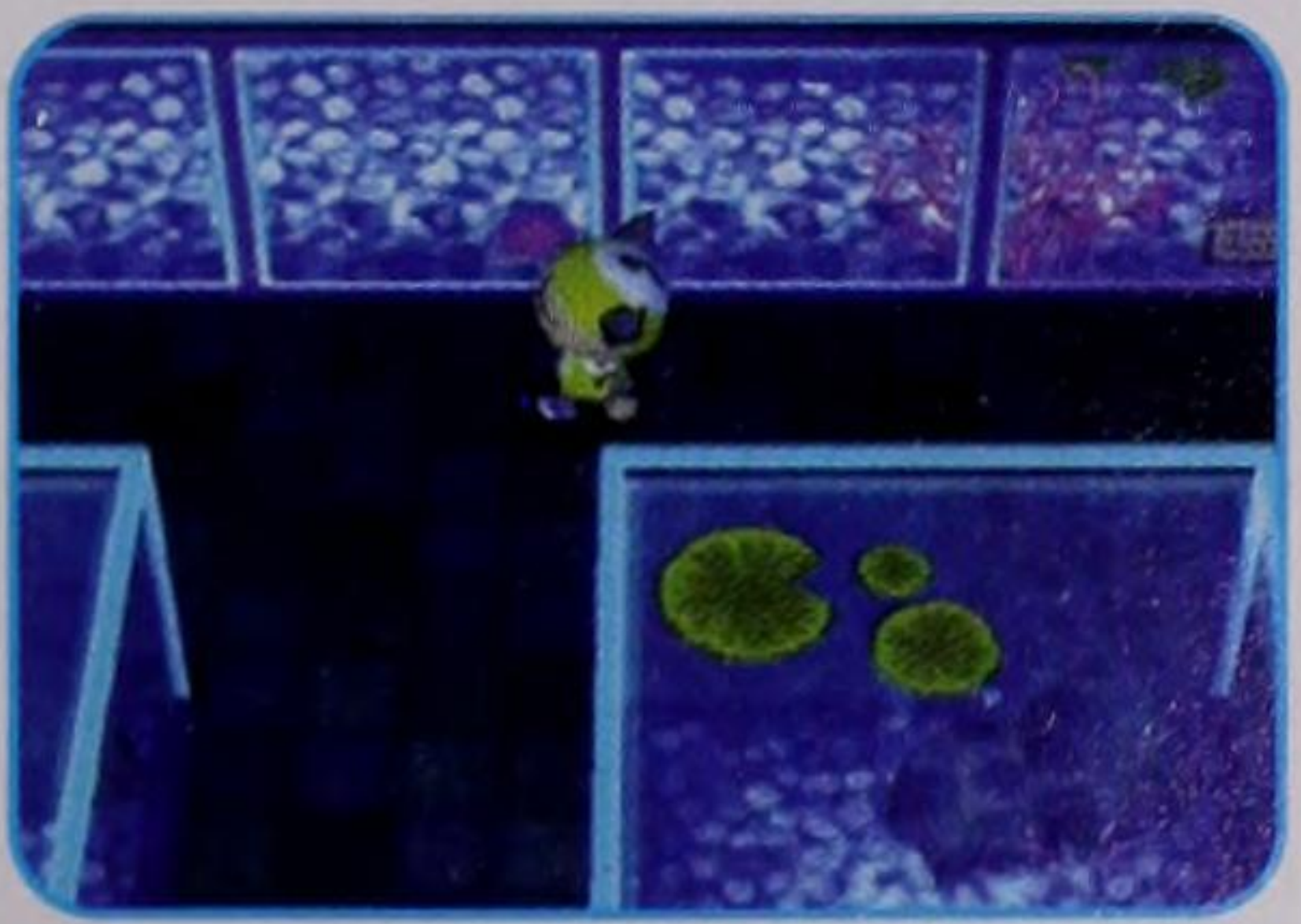
Now go to your inventory and inspect your Fish. The type of Fish you catch depends on the time of day, time of year, and rarity of the Fish itself.



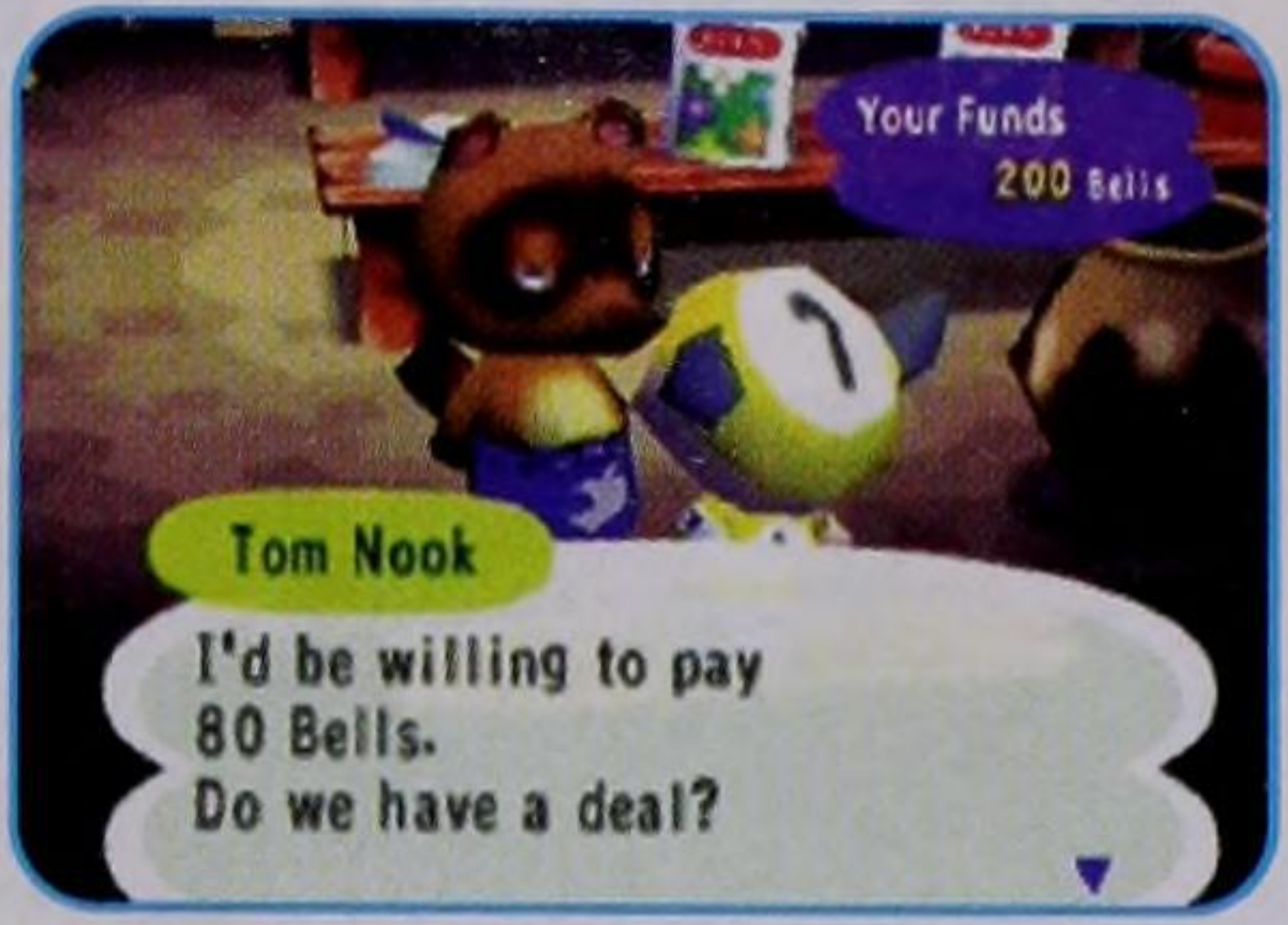
Blathers

Hoo! Indeed, WOO hoo!
A crawfish, I believe.

The first time you catch a new Fish, take it to the Museum so it can be added to the aquarium. Blathers the owl thanks you politely for your patronage. But he does go on, doesn't he? Now you can visit the Fish you've donated.



Take each new species of fish to the Museum. If you already have the Fish, throw it back into the water, and move to another spot so you don't catch it again!

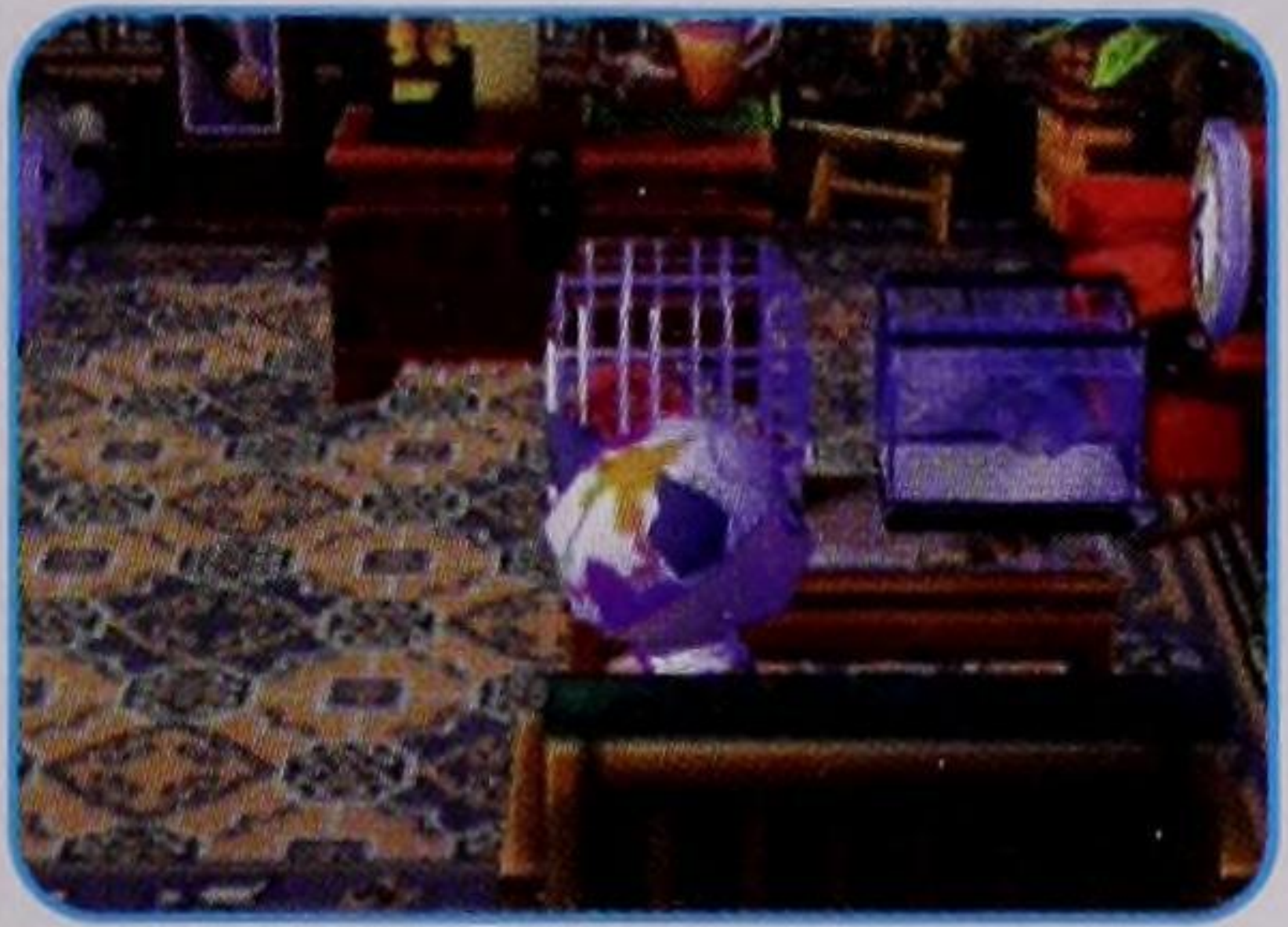


Your Funds
200 Bells

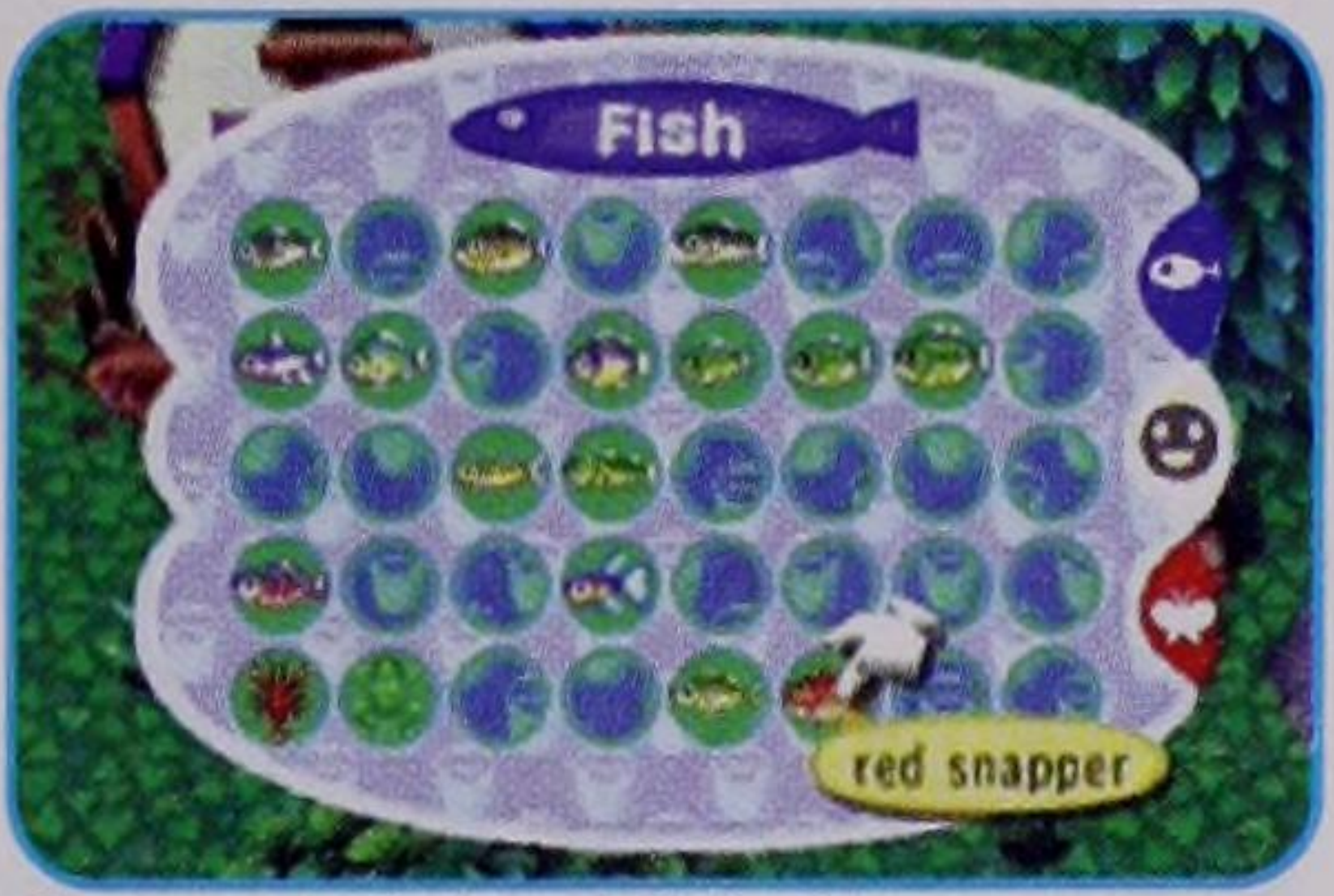
Tom Nook

I'd be willing to pay
80 Bells.
Do we have a deal?

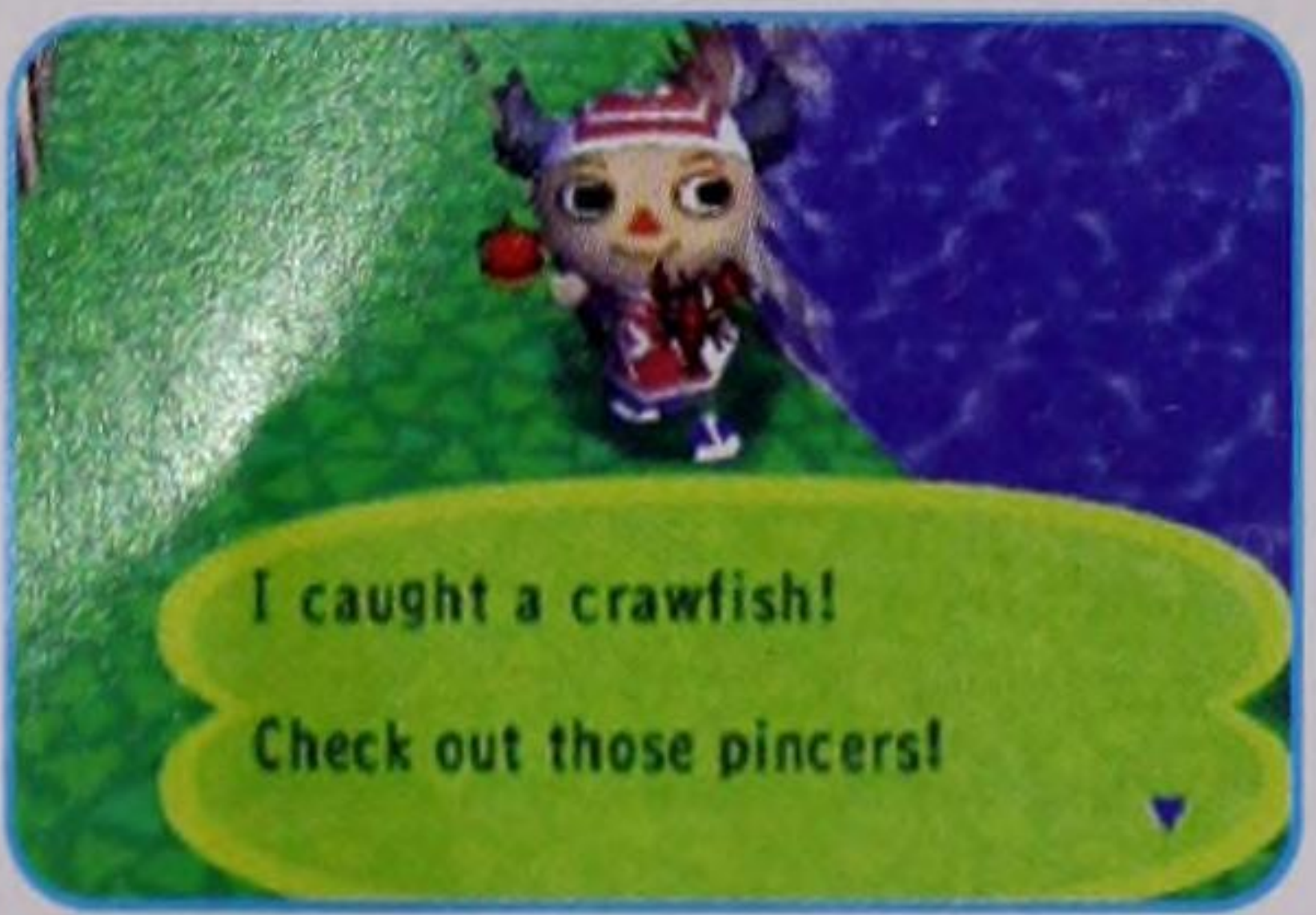
Or, you can sell your Fish to Tom Nook. His prices are sometimes high, but these are for rare Fish. Remember that your store catalog doesn't include Fish, so sell only ones you want to get rid of!



Finally, you can take your Fish back to your home, and drop him. Instantly, a fish tank automatically appears, and your Fish swims happily about.

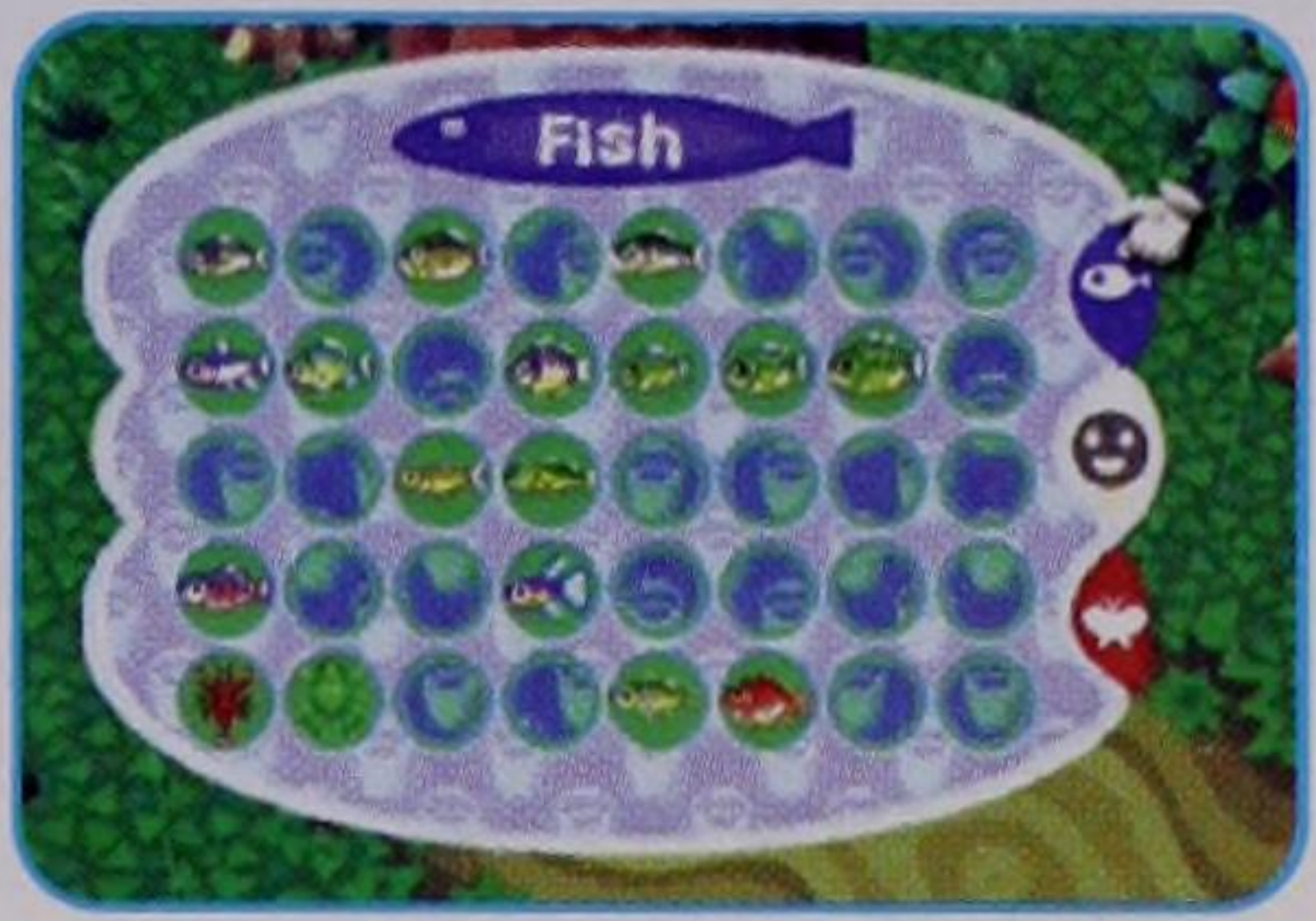


Some of the Fish have a particular color, so check the color in the chart below before placing it in the appropriate corner of your room. The Goldfish, for example, is associated with red.

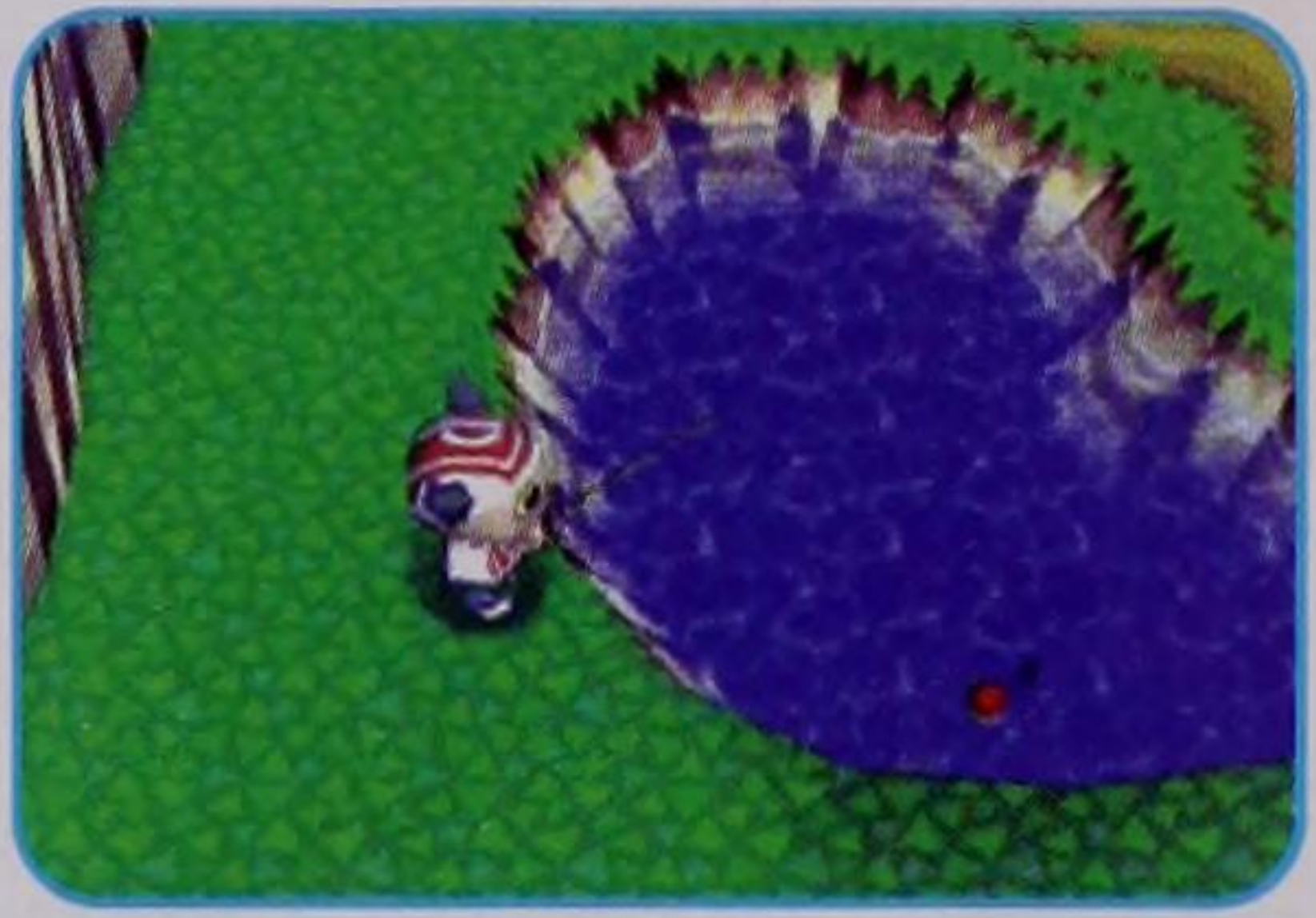


I caught a crawfish!
Check out those pincers!

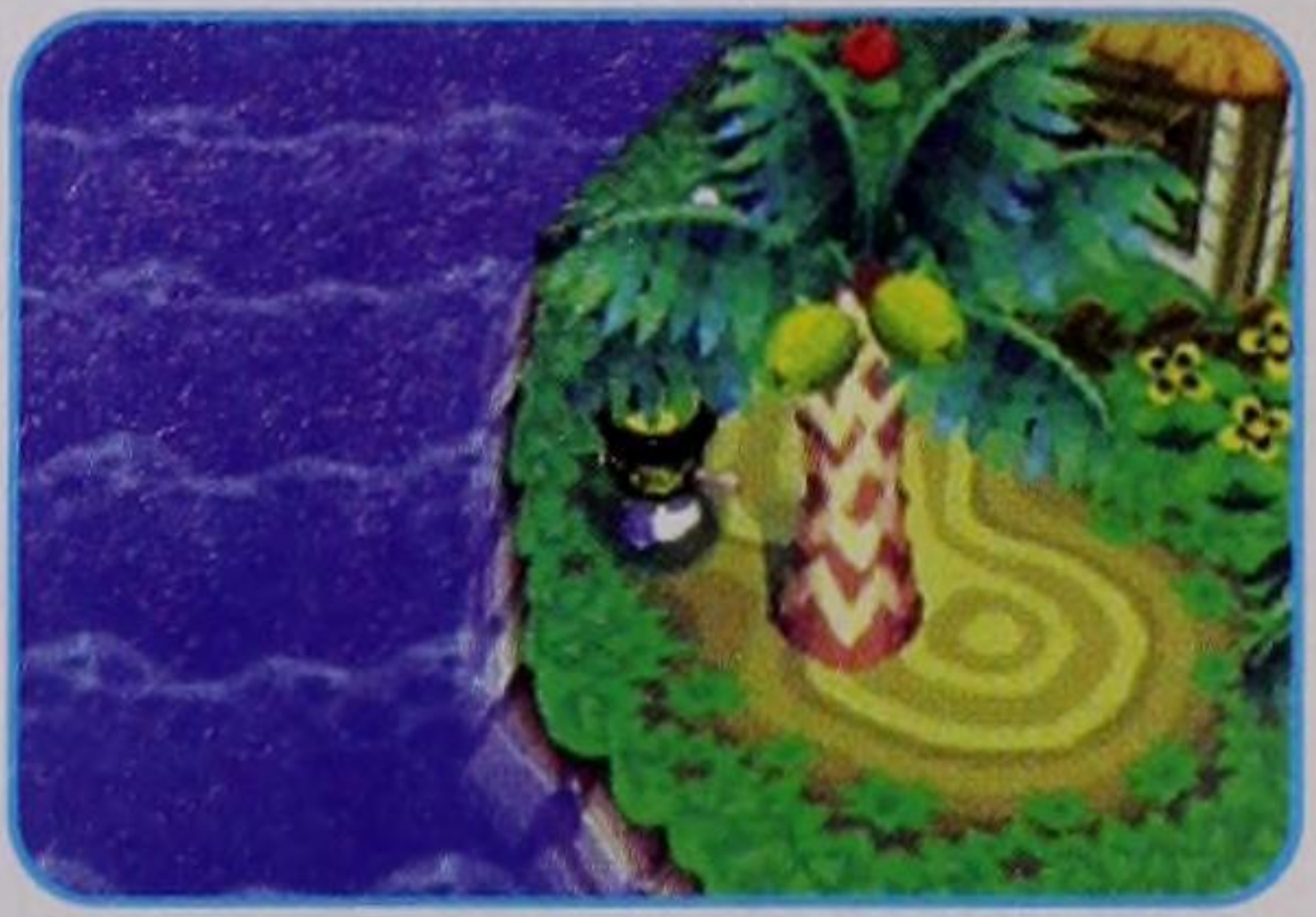
Earlier in the book, a Fish chart showed the rarity of each Fish, plus the time of day to catch each Fish, and the time of year. Use this reference when fishing, or you'll never catch them all.



The number associated with each Fish in the charts below corresponds to the Fish inventory screen. There are five rows of eight Fish. So information on Fish #8 is the Fish on the far upper right.



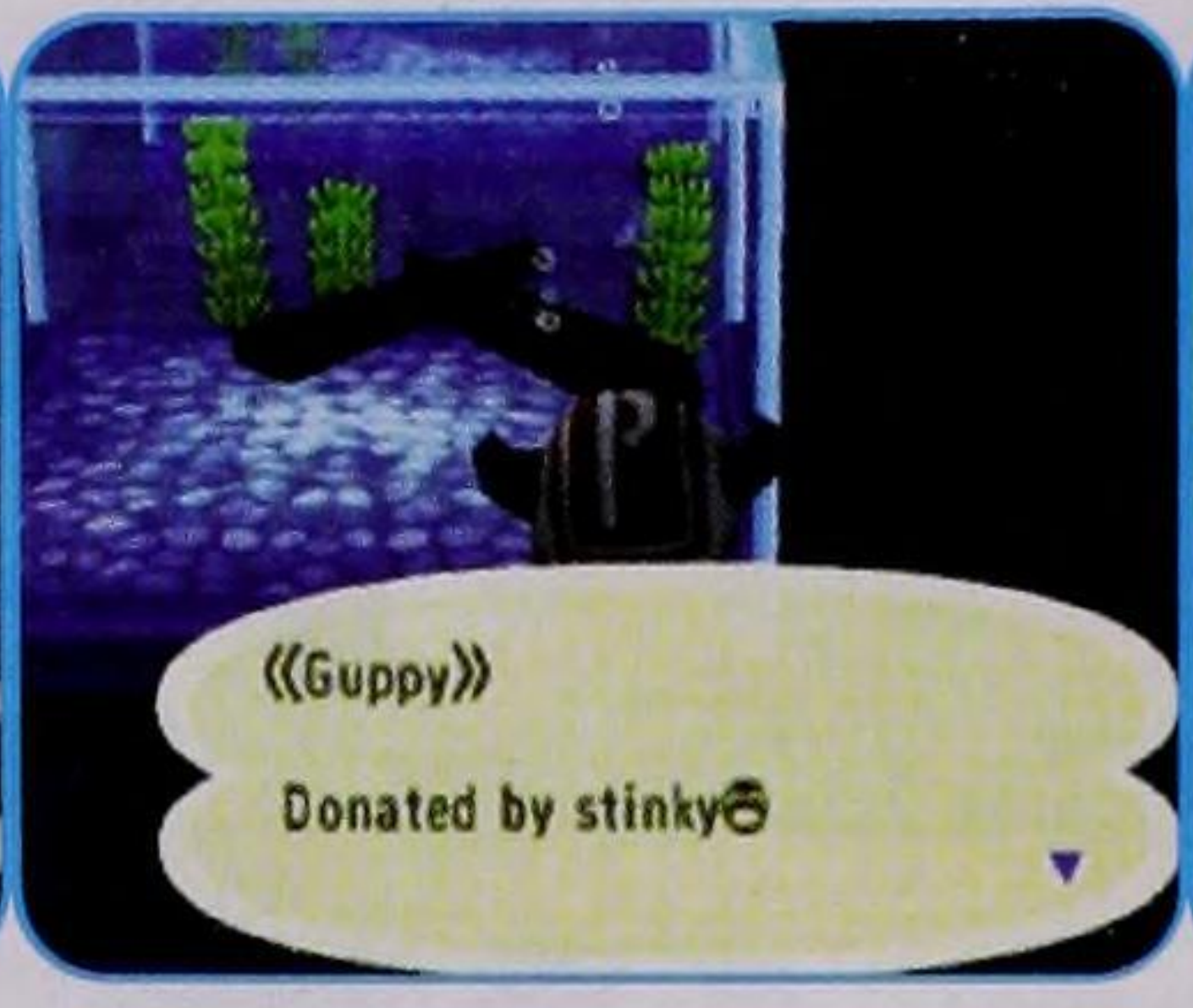
Big, medium, and small shadows in the water correspond to the size of the Fish, so you can know what you're catching! Remember to sneak up on Fish. Don't run, or you'll scare them away!



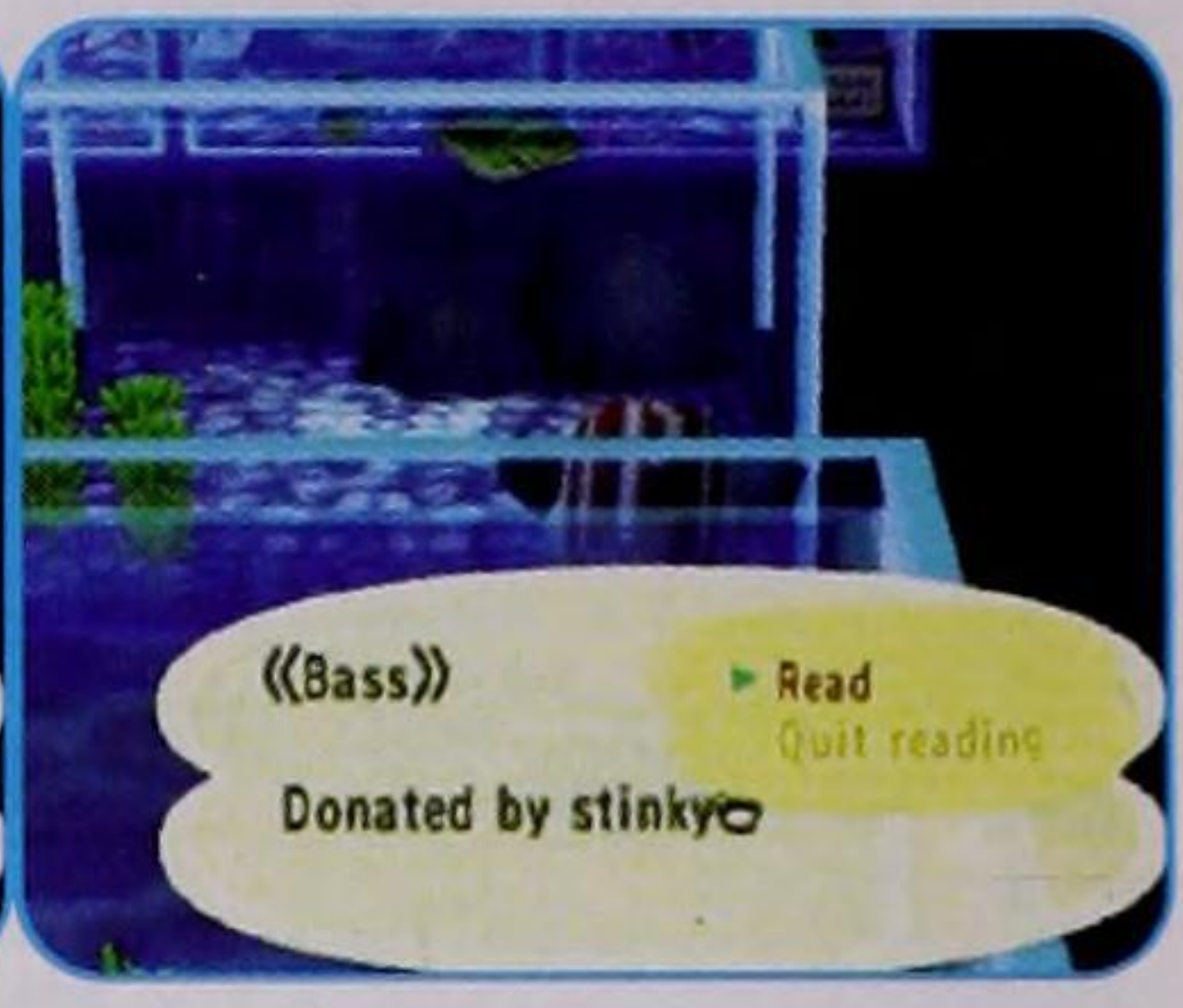
Finally, check out the Tropical Island. This is the place to catch Fish in the winter time. But don't try catching Fish that only appear between September and April on the Tropical Island—they won't show!

Complete Fish Collection

《Pale chub》
Donated by stinky



《Guppy》
Donated by stinky



《Bass》
Donated by stinky

Number: *1*
Name: *Crucian Carp* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *120*

Number: *2*
Name: *Brook Trout* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *300*

Number: *3*
Name: *Carp* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *300*

Number: *4*
Name: *Koi* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *Dawn, Evening, Night*
Buy: *N/A*
Sell: *2,000*

Number: *5*
Name: *Barbel Steel* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *200*

Number: *6*
Name: *Dace* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *Dawn, Evening, Night*
Buy: *N/A*
Sell: *200*

Number: *7*
Name: *Catfish* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *May-October*
Fishing Time (Day): *Dawn, Evening, Night*
Buy: *N/A*
Sell: *200*

Number: *8*
Name: *Giant Catfish* ☐
Icon: *NON-DIR, ME, UNDER*
Fishing Time (Months): *June-August*
Fishing Time (Day): *Dawn, Evening, Night*
Buy: *N/A*
Sell: *3,000*

Number: *9*
Name: *Pale Chub* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *Day*
Buy: *N/A*
Sell: *200*

Number: *10*
Name: *Bitterling* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *December-February*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *1,300*

Number: *11*
Name: *Loach* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *March-May*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *300*

Number: *12*
Name: *Bluegill* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *Day*
Buy: *N/A*
Sell: *120*

Number: *13*
Name: *Small Bass* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *200*

Number: *14*
Name: *Bass* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *300*

Number: *15*
Name: *Large Bass* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *3,000*

Number: *16*
Name: *Giant Snakehead* ☐
Icon: *NON-DIR, ME, UNDER*
Fishing Time (Months): *June-August*
Fishing Time (Day): *Day*
Buy: *N/A*
Sell: *6,500*

Number: *17*
Name: *Eel* ☐
Icon: *NON-DIR, ME, UNDER*
Fishing Time (Months): *June-September*
Fishing Time (Day): *Dawn, Evening, Night*
Buy: *N/A*
Sell: *2,000*

Number: *18*
Name: *Freshwater Goby* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *300*

Number: *19*
Name: *Pond Smelt* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *December-February*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *300*

Number: *20*
Name: *Sweet Fish* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *July-September*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *1,300*

Number: *21*
Name: *Cherry Salmon* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *March-June, September-November*
Fishing Time (Day): *Dawn, Evening*
Buy: *N/A*
Sell: *1,300*

Number: *22*
Name: *Rainbow Trout* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *March-June, September-November*
Fishing Time (Day): *Dawn, Evening*
Buy: *N/A*
Sell: *650*

Number: *23*
Name: *Large Char* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *March-June, September-November*
Fishing Time (Day): *Dawn, Evening*
Buy: *N/A*
Sell: *10,000*

Number: *24*
Name: *Stringfish* ☐
Icon: *NON-DIR, ME, UNDER*
Fishing Time (Months): *Decembe—February*
Fishing Time (Day): *Dawn, Evening, Night*
Buy: *N/A*
Sell: *15,000*

Number: *25*
Name: *Salmon* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *September*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *650*

Number: *26*
Name: *Goldfish* ☐
Icon: *NON-DIR, SM, ONTOP, RED*
Fishing Time (Months): *All Year*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *1,300*

Number: *27*
Name: *Popeyed Goldfish* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *Day*
Buy: *N/A*
Sell: *1,300*

Number: *28*
Name: *Guppy* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *April-November*
Fishing Time (Day): *Day*
Buy: *N/A*
Sell: *1,300*

Number: *29*
Name: *Angelfish* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *May-October*
Fishing Time (Day): *Dawn, Evening, Night*
Buy: *N/A*
Sell: *3,000*

Number: *30*
Name: *Piranha* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *June-September*
Fishing Time (Day): *Day, Night*
Buy: *N/A*
Sell: *6,500*

Number: *31*
Name: *Arowana* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *June-September*
Fishing Time (Day): *Dawn, Evening*
Buy: *N/A*
Sell: *10,000*

Number: *32*
Name: *Coelacanth* ☐
Icon: *NON-DIR, ME, UNDER, RED, GRE, ORA, YEL*
Fishing Time (Months): *All Year*
Fishing Time (Day): *Dawn, Evening, Night*
Buy: *N/A*
Sell: *15,000*

Number: *33*
Name: *Crawfish* ☐
Icon: *NON-DIR, SM, ONTOP, RED*
Fishing Time (Months): *April-September*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *250*

Number: *34*
Name: *Frog* ☐
Icon: *NON-DIR, SM, ONTOP, GRE*
Fishing Time (Months): *May-August*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *250*

Number: *35*
Name: *Killifish* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *April—August*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *300*

Number: *36*
Name: *Jellyfish* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *August*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *100*

Number: *37*
Name: *Sea Bass* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *All Year*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *120*

Number: *38*
Name: *Red Snapper* ☐
Icon: *NON-DIR, SM, ONTOP, RED*
Fishing Time (Months): *All Year*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *3,000*

Number: *39*
Name: *Barred Knifejaw* ☐
Icon: *NON-DIR, SM, ONTOP*
Fishing Time (Months): *March-November*
Fishing Time (Day): *24 Hours*
Buy: *N/A*
Sell: *5,000*

Number: *40*
Name: *Arapaima* ☐
Icon: *NON-DIR, ME, UNDER*
Fishing Time (Months): *July-September*
Fishing Time (Day): *Dawn, Evening, Night*
Buy: *N/A*
Sell: *10,000*

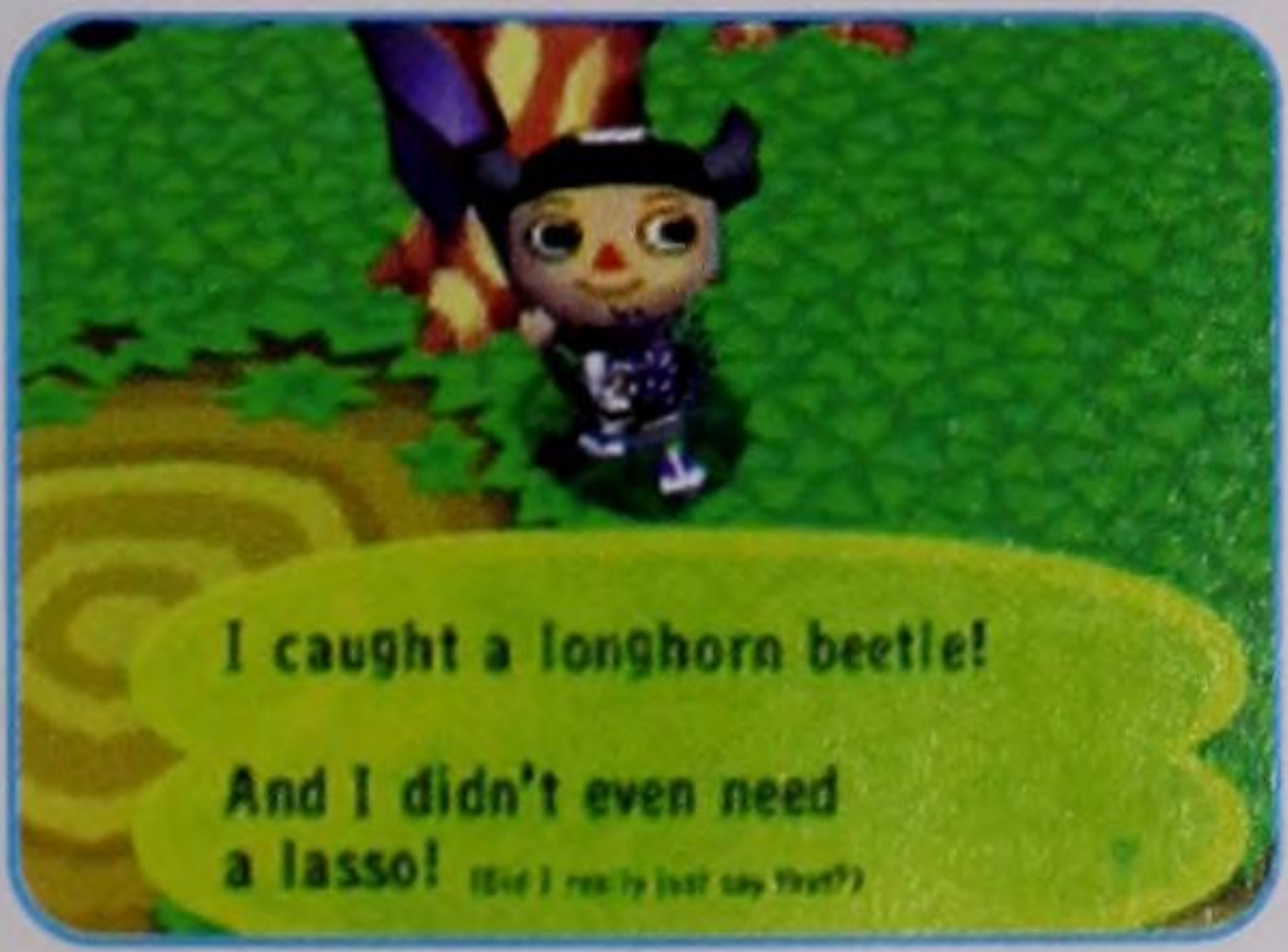
Collecting Bugs

How Are They Primarily Found?

Netting in trees
Netting under rocks
Netting in bushes
Netting in the air

Your Funds
2,254 Bells

At the earliest opportunity, you buy a Butterfly Net from Tom Nook, and commence sneaking around flowers, rocks, and trees, searching for bugs and listening for Insect sounds! That'll be a bug near you!

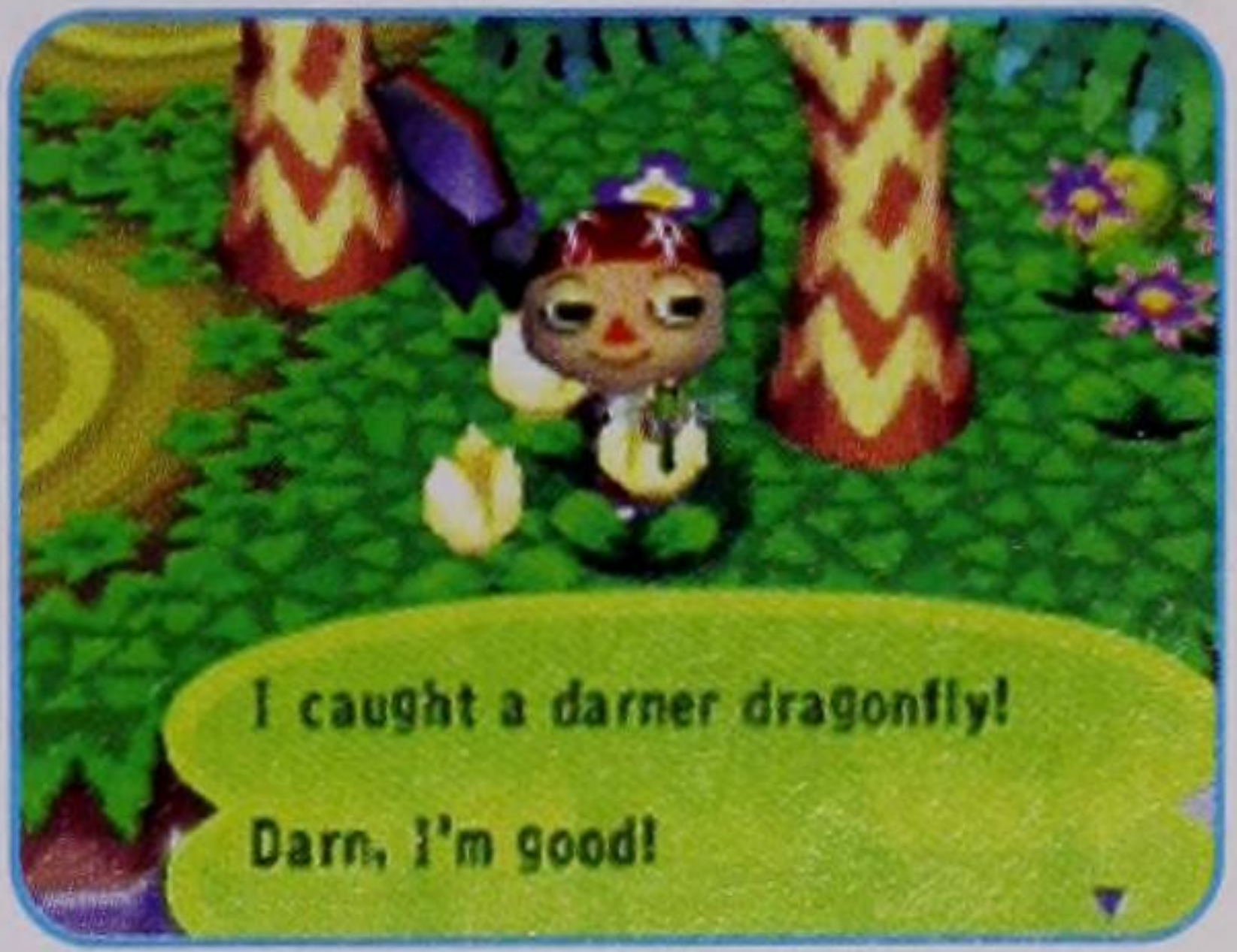


I caught a longhorn beetle!

And I didn't even need a lasso!

Swat your Net so that it covers the entire Insect or it will escape. Insects appear on trees or in bushes, but they fly off if you're careless or too fast. Sneak up from below, heading north, then whack the tree trunk and bag that fly!

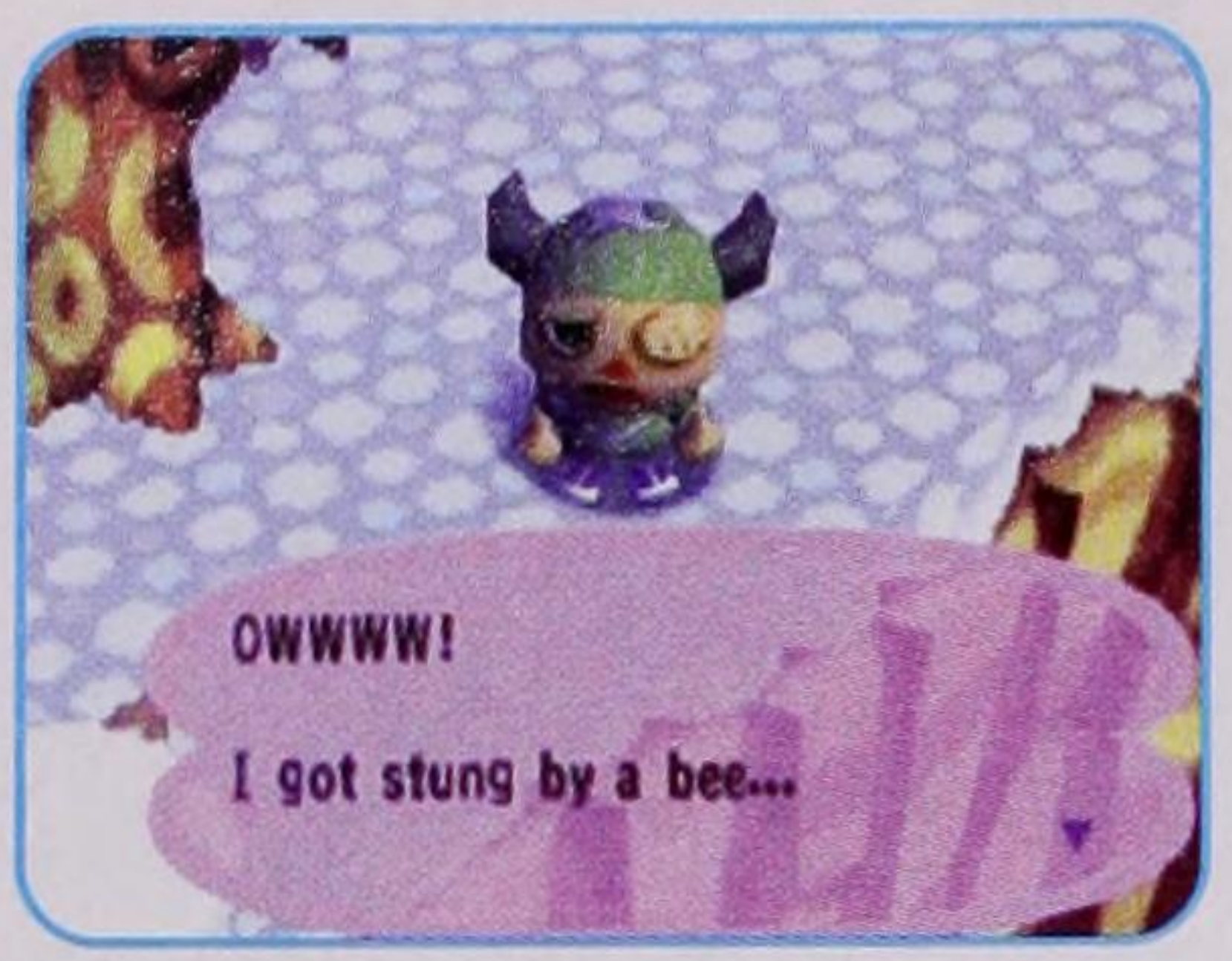
If your Insect lives on the ground, such as the Grasshopper, it tries to escape, so sneak up and swat it. If you run after the Insect, it flies or bounds off quickly. It may even disappear into water!



I caught a darner dragonfly!

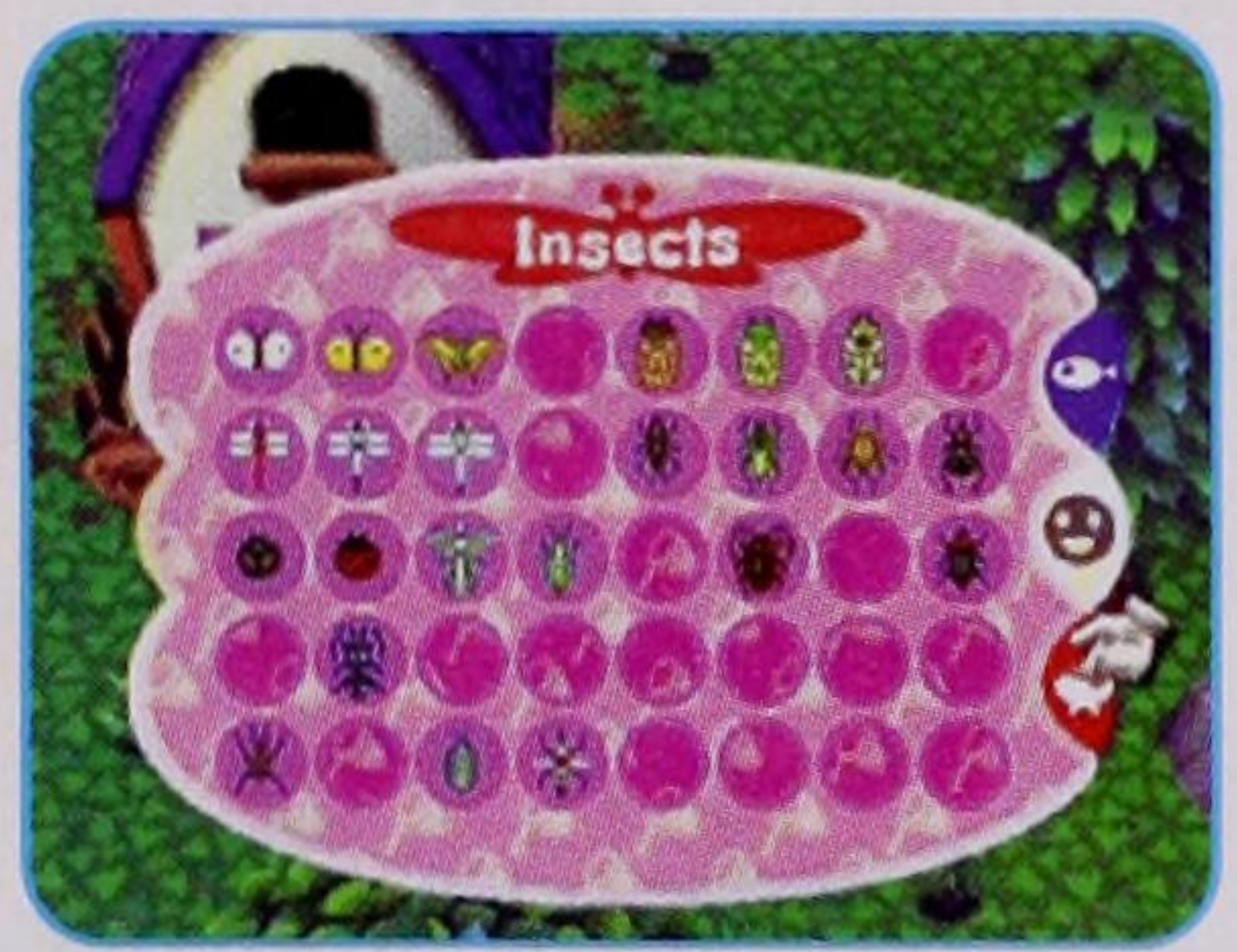
Darn, I'm good!

Remember that some Insects live where you don't usually look—swat a Pondskater on the water, grab some Insects by bashing a rock open with an Axe, and even chase Dragonflies through the air. But be sneaky!

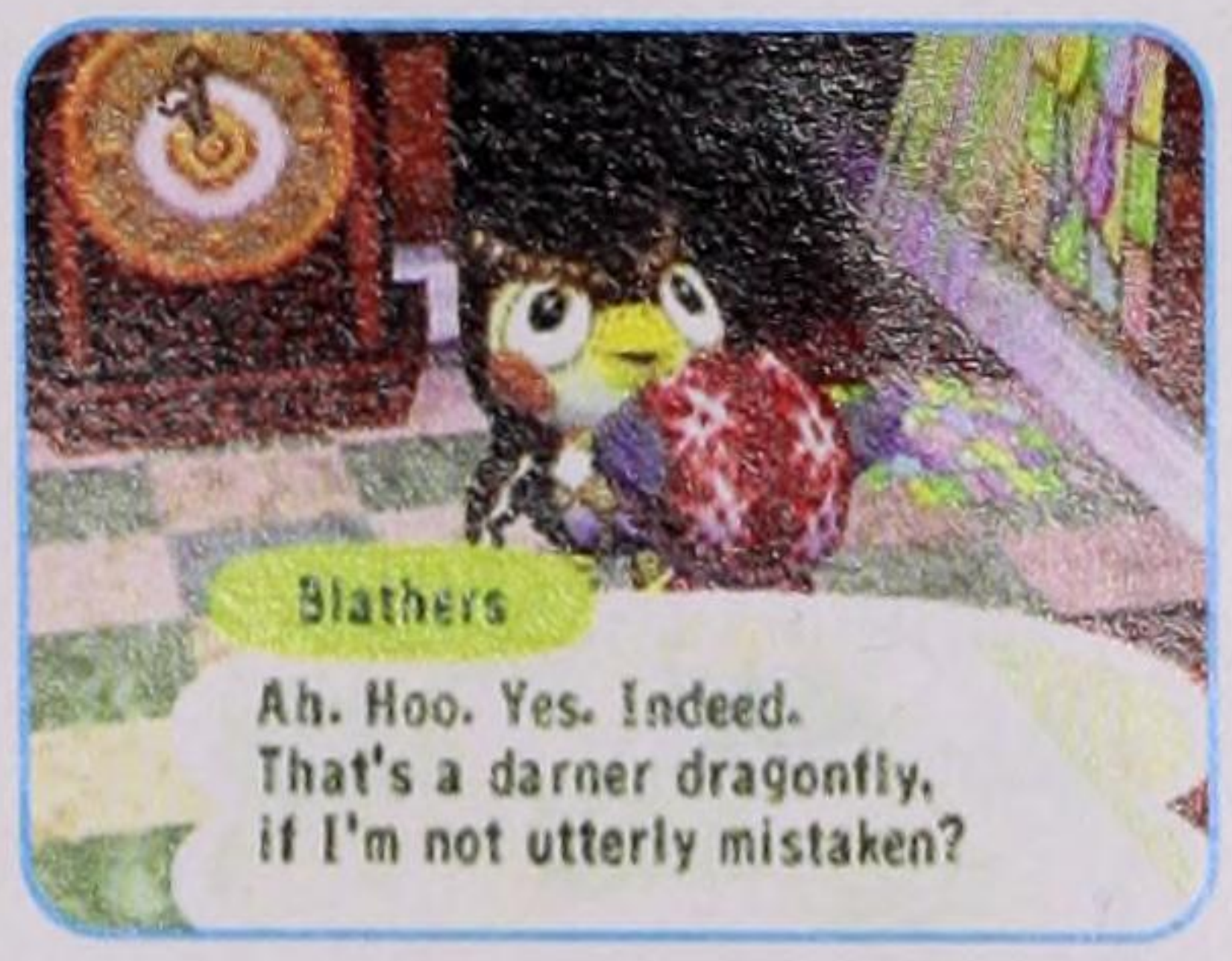


OWWWW!
I got stung by a bee...

Some Insects, mainly Bees, hide in trees. When you shake a tree and Bees appear, switch to your Net immediately, and be precise when you swat, or you'll be stung! Ow! You can also be bitten by Mosquitos.



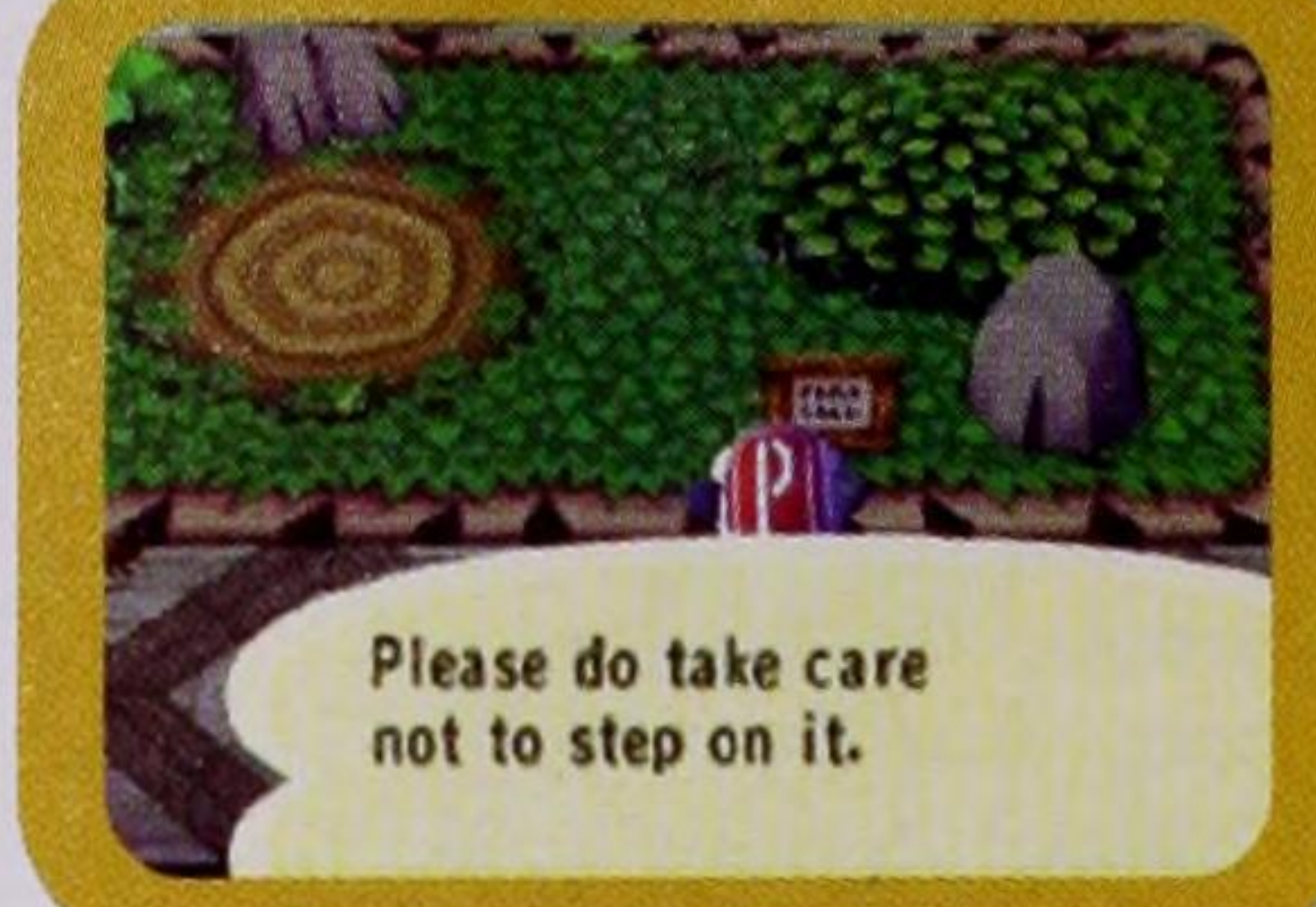
Once you've snagged your tiny new playpal, go to your Insect inventory and inspect your creepy-crawly. There are 40 to capture, and the type of Insect you catch depends on the weather, time of day, month, and how rare the Insect is.



Blathers
Ah. Hoo. Yes. Indeed. That's a darner dragonfly, if I'm not utterly mistaken?

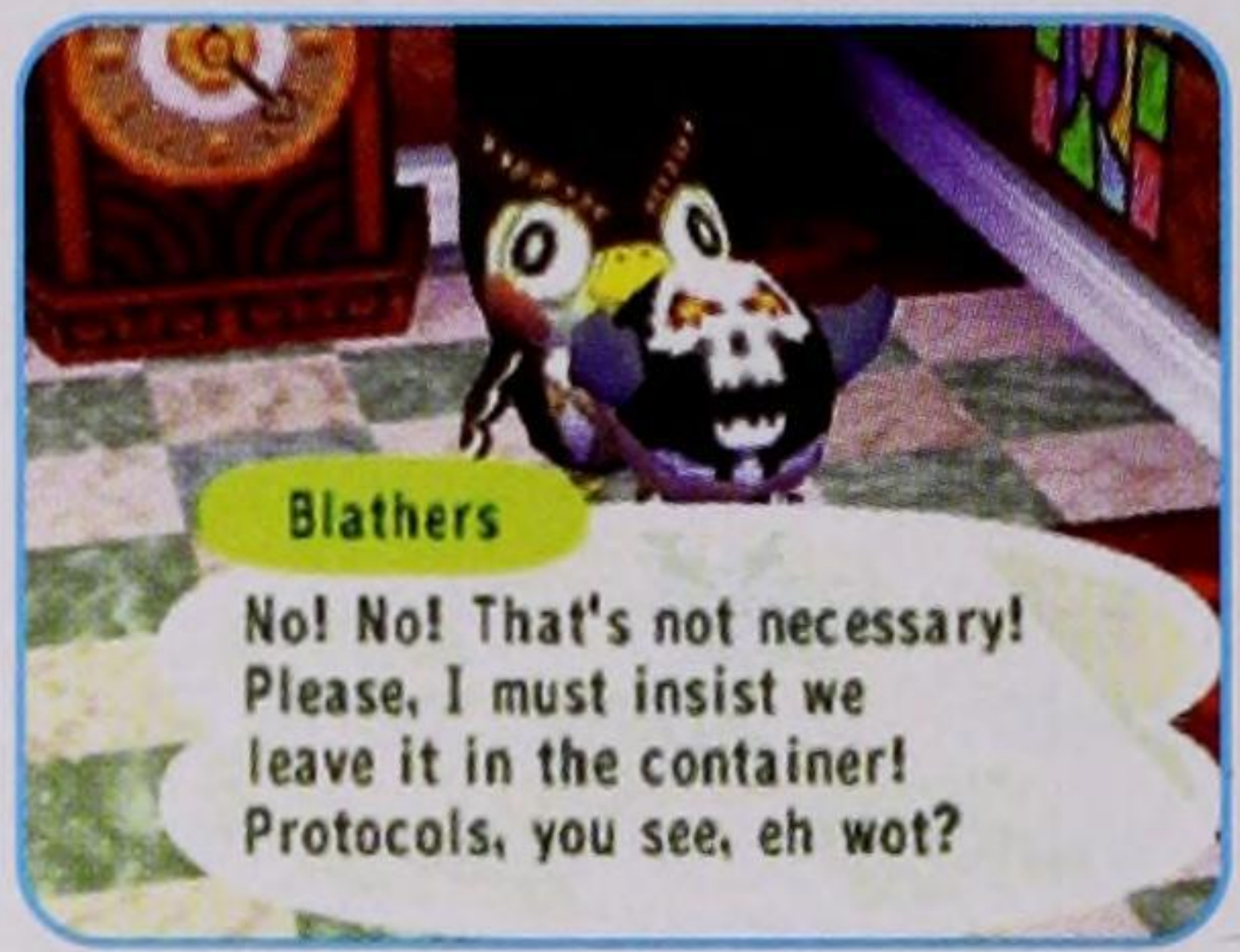
When you catch an Insect for the very first time, run to the Museum and deliver it to Blathers. He freaks out a little—despite being an owl, he's scared of bugs! Now you can visit the Insect display and look at the creature you just netted.

TIP



Please do take care not to step on it.

Be careful when entering the Insect room in the Museum! Some bugs, such as the Cockroach, run around on the floor. If you step on it, you'll crush it! Then you'll have to catch one again. It's even worse if this is your friend's Museum.

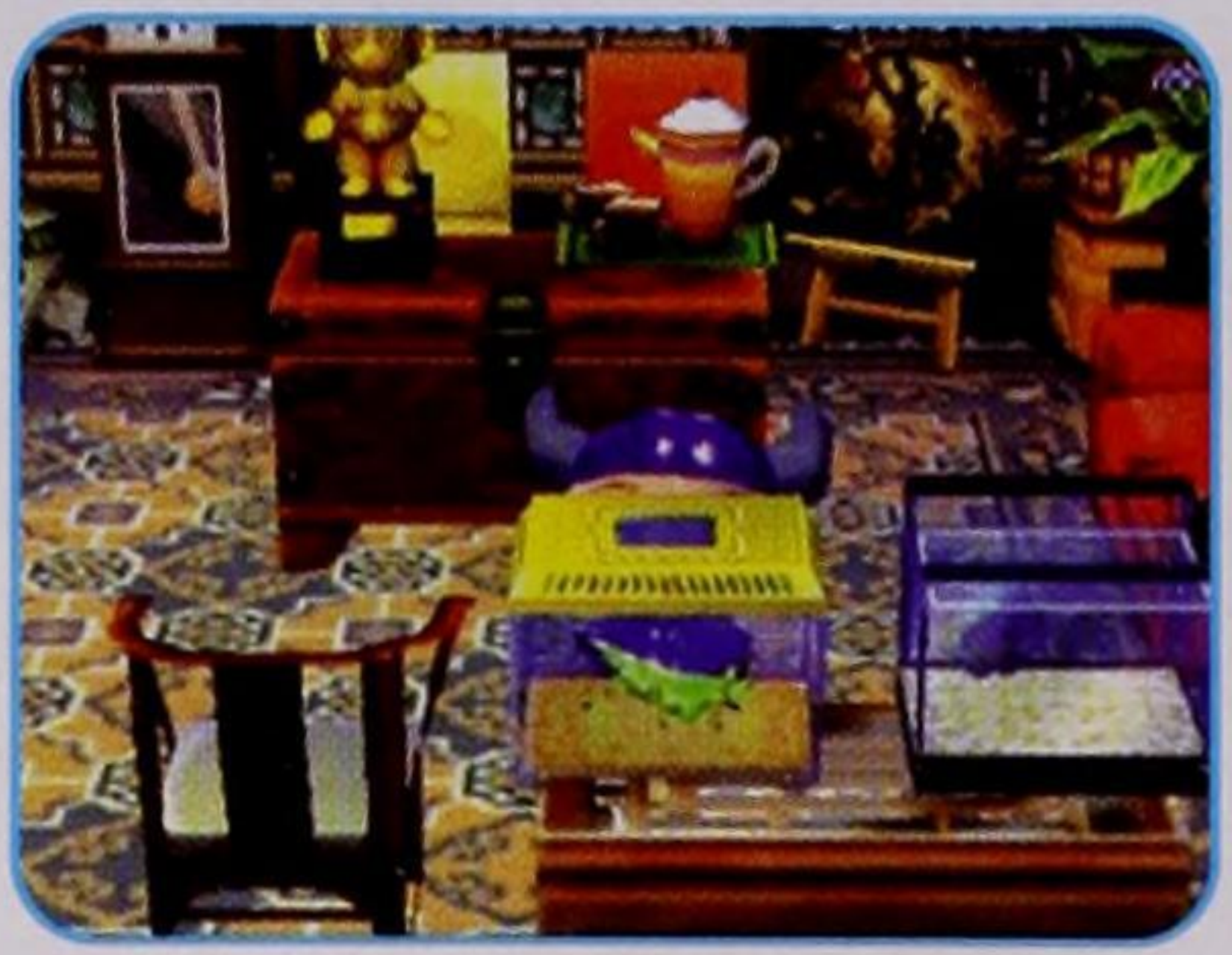


Blathers
No! No! That's not necessary! Please, I must insist we leave it in the container! Protocols, you see, eh wot?

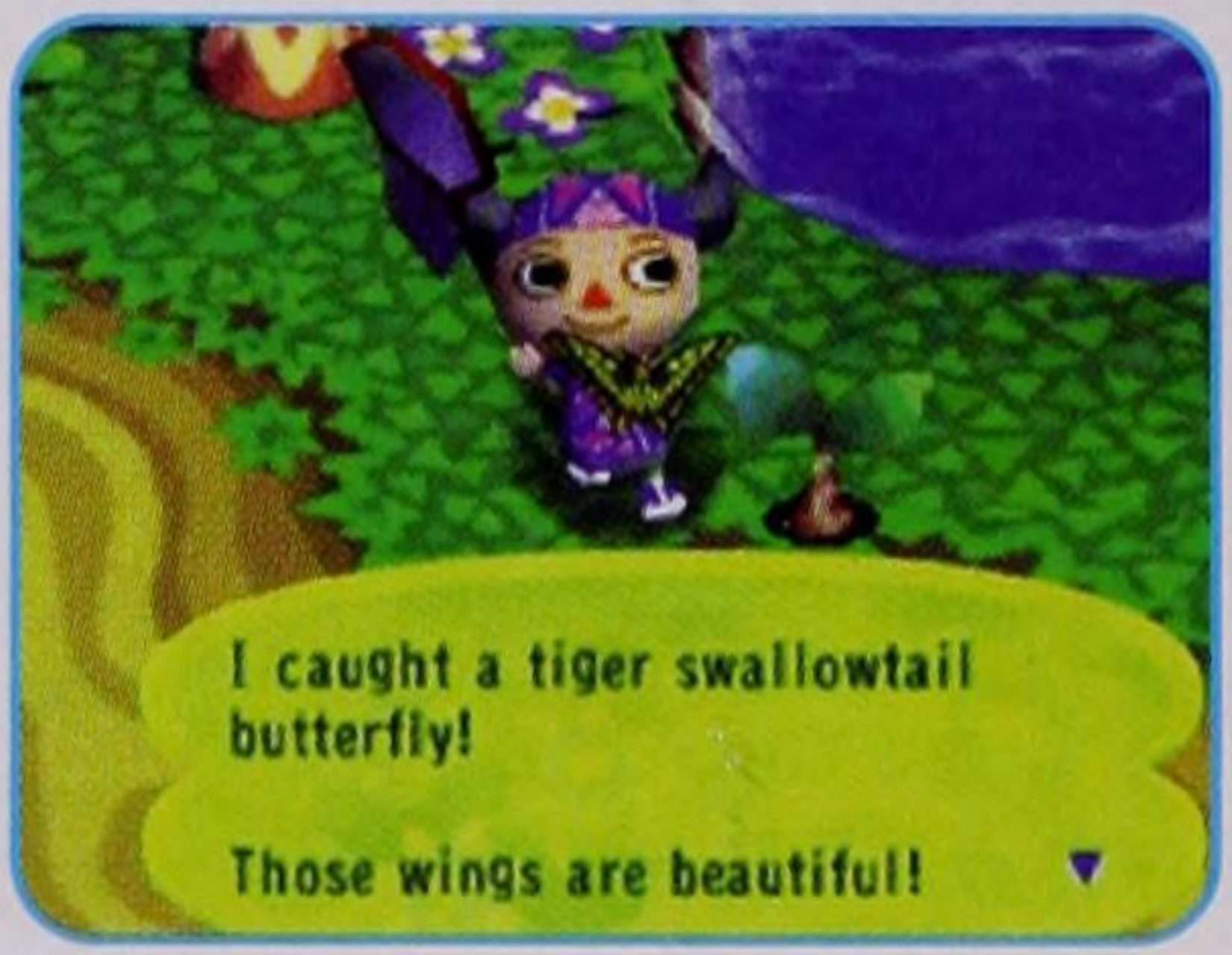
Each time you catch a new bug, take it to the Museum. If you already have collected this Insect, release it, and watch with glee as it flies off into the air or scuttles into a bush!

Your Funds
2,254 Bells

You also can sell your bug to Tom Nook. His prices are great, but only for rare Insects. Make sure the Museum has one before you take the Bells! He doesn't catalog your Insects, so only get rid of Insects you're sure you don't want.

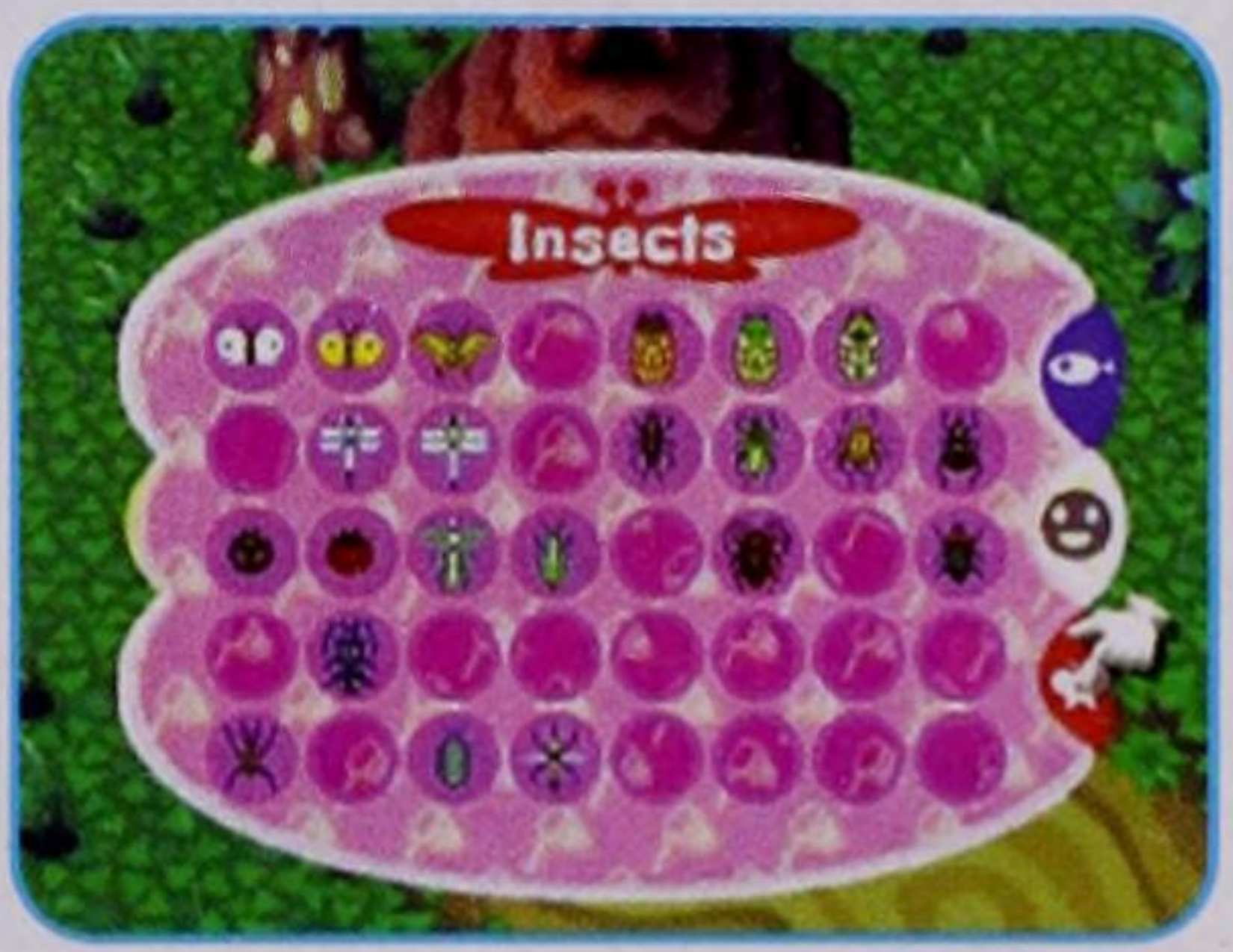


Or, take your new buzzing chum back to your house, and drop it on the floor. It automatically appears inside a plastic cage. Each Insect gets its own container, and they don't need to be bought!

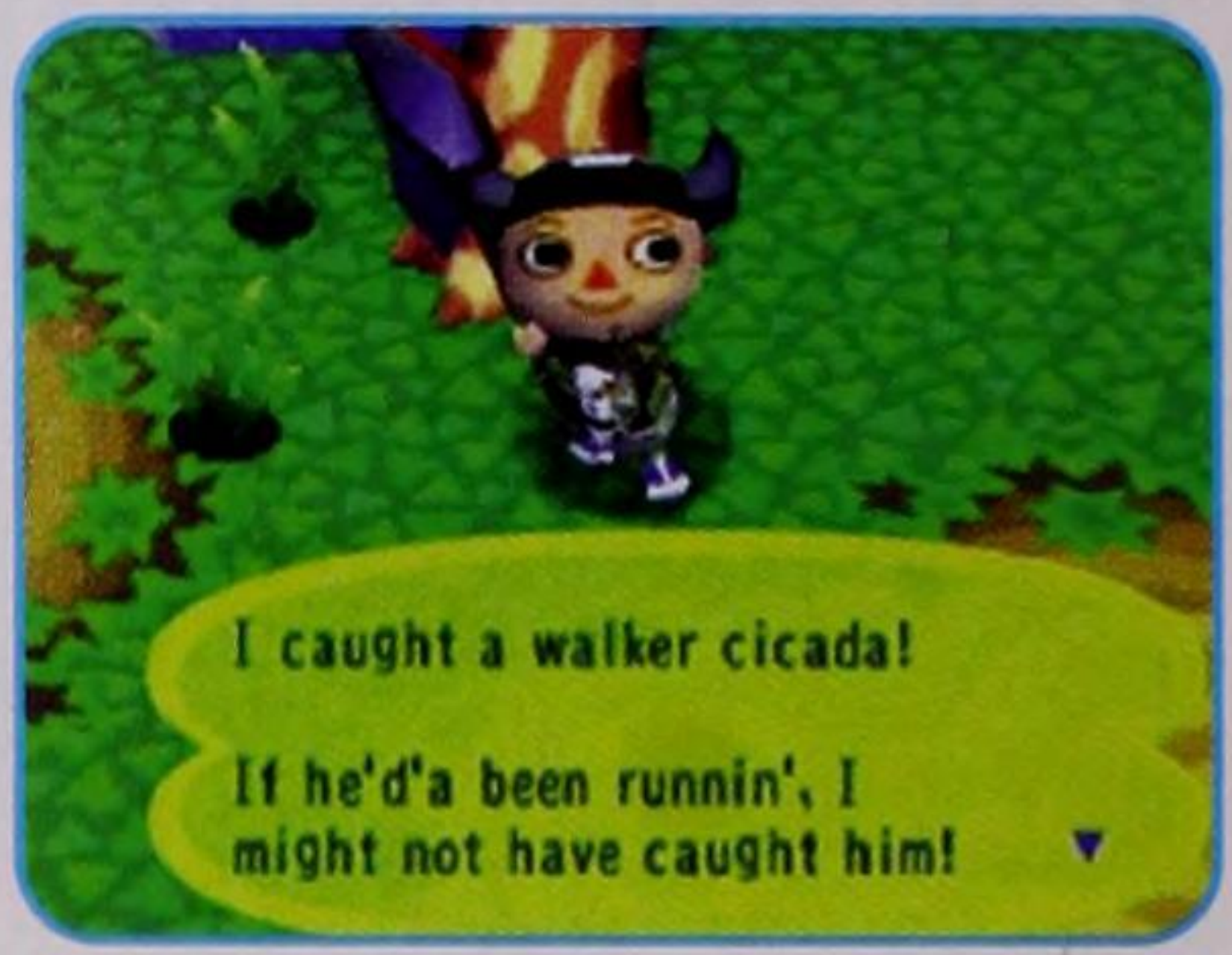


I caught a tiger swallowtail butterfly!
Those wings are beautiful!

Earlier in this guide, we provided a complete Insect chart, showing the rarity of each Insect, plus the time of day, and the time of year. This should help your bug hunting immeasurably!



The number associated with the Insects in the charts below corresponds with the Insects inventory screen. There are five rows of eight Insects. So Insect #8 is the Insect on the far upper right.

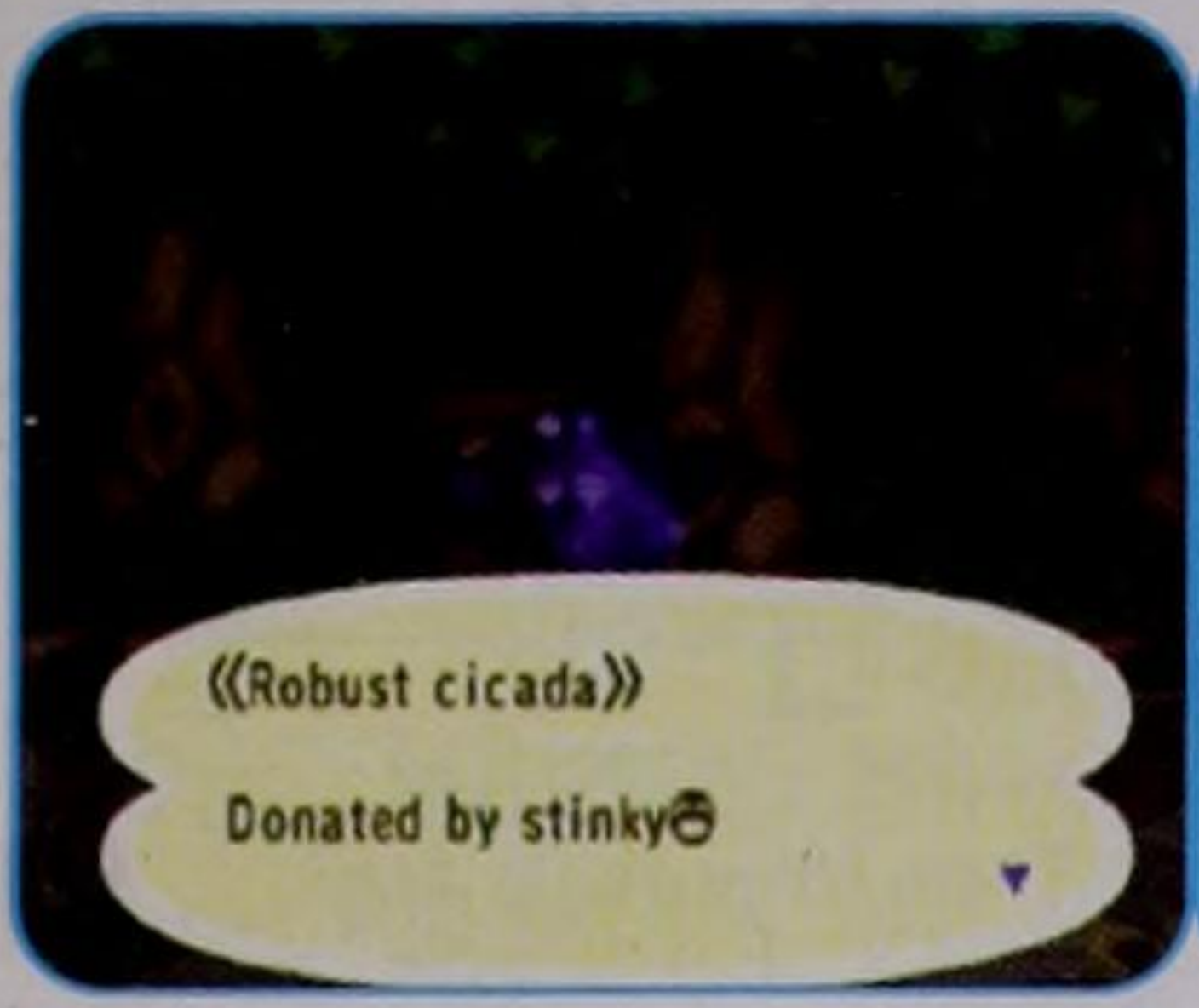


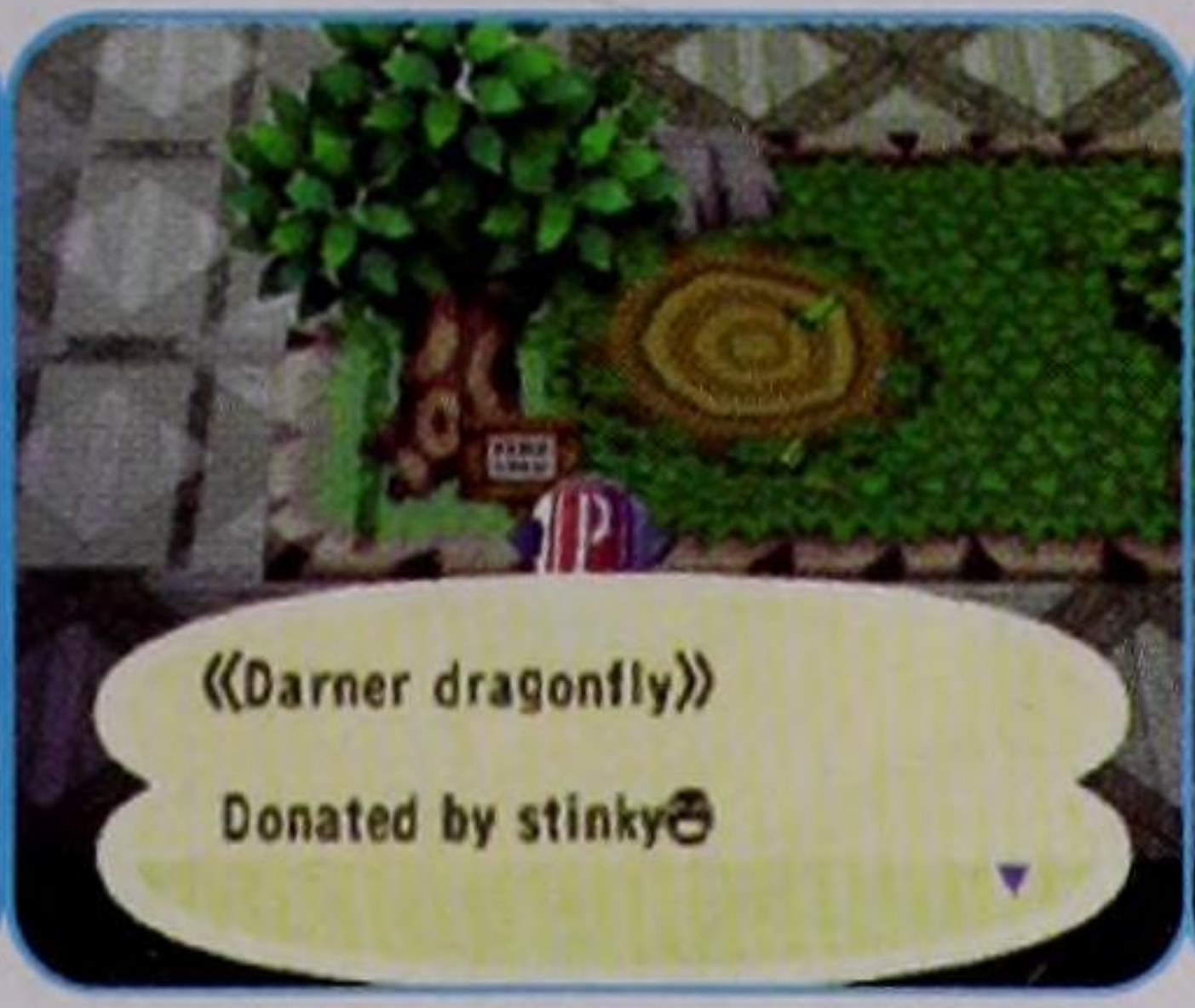
I caught a walker cicada!
If he'd'a been runnin', I might not have caught him!

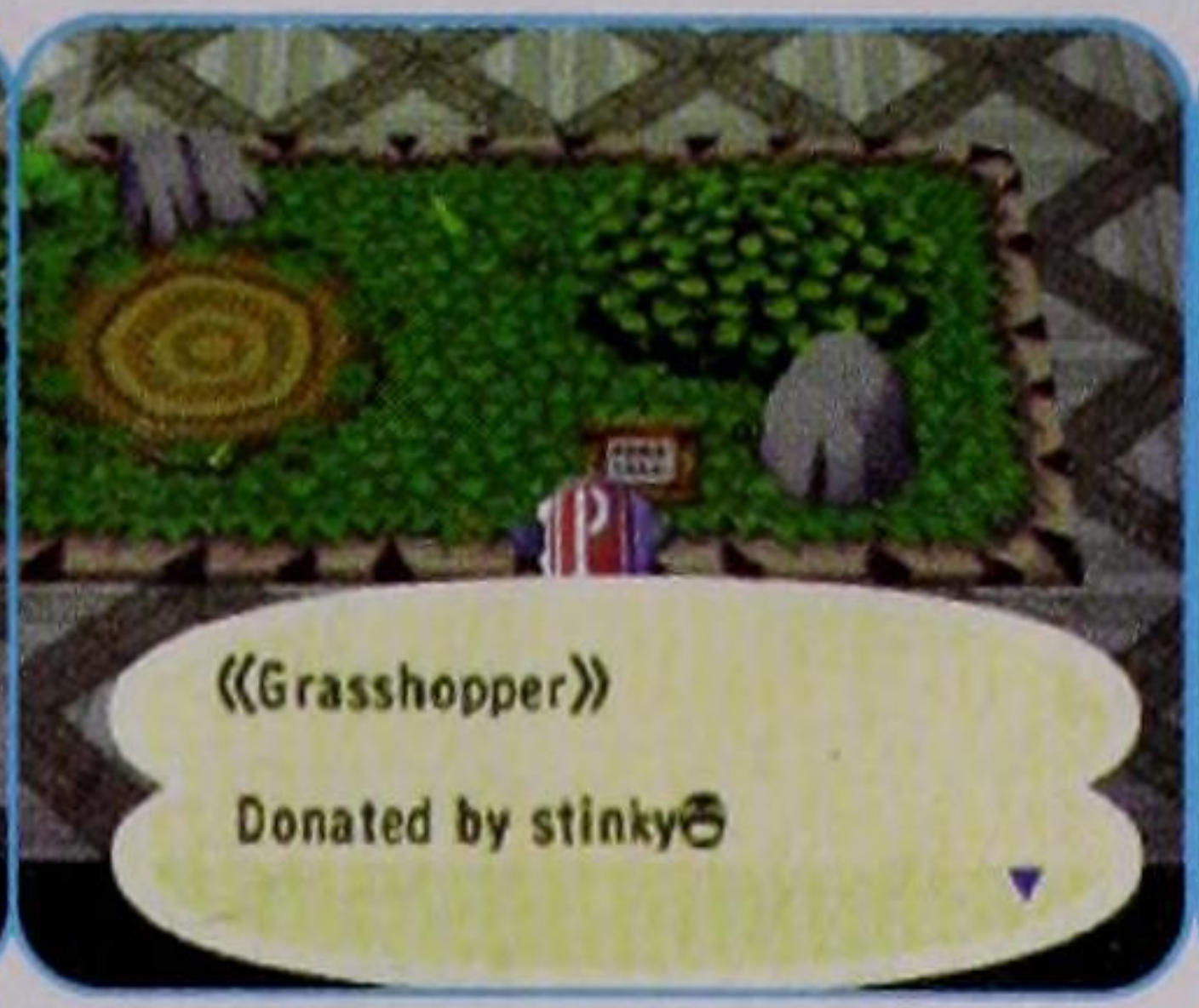
Use your ears to listen for the buzzing. This indicates that a bug is nearby. Move to where the sound is loudest, before locating and nabbing with the net!

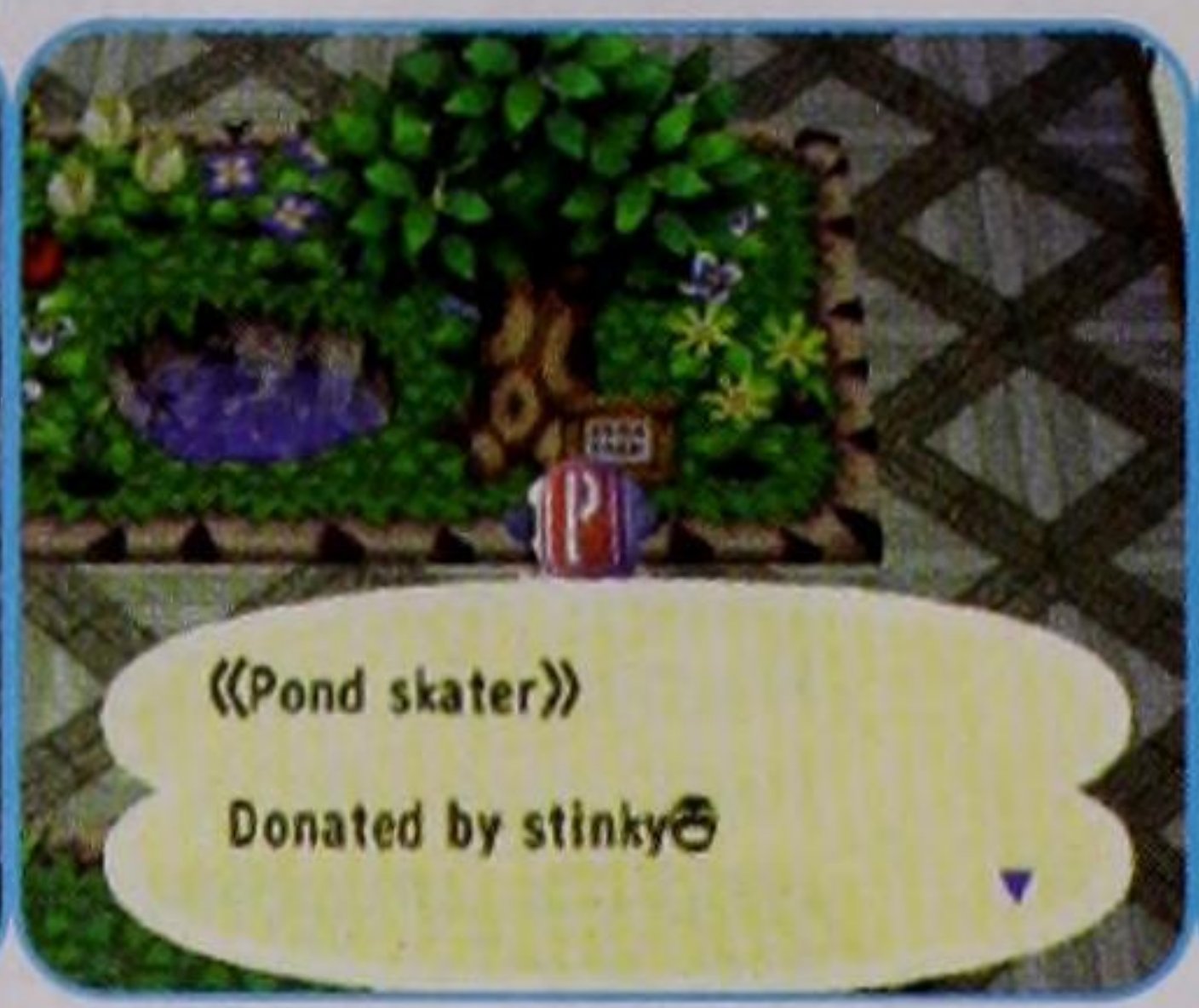
Finally, check out the Tropical Island. In the winter time, this is the place to catch Insects that don't appear in the main town until the summer months. But don't try catching Insects that only appear between September and April on the island—they won't show! However, exotic Insects abound on the island.

Complete Insect Collection


«Robust cicada»
Donated by stinky


«Darner dragonfly»
Donated by stinky


«Grasshopper»
Donated by stinky


«Pond skater»
Donated by stinky

«Common butterfly»
Donated by stinky

Number: *1*
Name: *Common Butterfly* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *March-October*
Netting Time (Day): *Day—Morning, Day—Afternoon (April-August)*
Buy: *N/A*
Sell: *80*

Number: *2*
Name: *Yellow Butterfly* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *March-October*
Netting Time (Day): *Day—Morning, Day—Afternoon (April-August)*
Buy: *N/A*
Sell: *80*

Number: *3*
Name: *Tiger Butterfly* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *April-September*
Netting Time (Day): *Day—Morning, Day—Afternoon (May-August)*
Buy: *N/A*
Sell: *200*

Number: *4*
Name: *Purple Butterfly* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *June-August*
Netting Time (Day): *Day—Morning, Day—Afternoon*
Buy: *N/A*
Sell: *2,000*

Number: *5*
Name: *Brown Cicada* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *July-August*
Netting Time (Day): *Day—Morning, Day—Afternoon*
Buy: *N/A*
Sell: *130*

Number: *6*
Name: *Robust Cicada* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *July-August*
Netting Time (Day): *Day—Morning*
Buy: *N/A*
Sell: *200*

Number: *7*
Name: *Priest Cicada* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *July-September*
Netting Time (Day): *Day—Morning*
Buy: *N/A*
Sell: *200*

Number: *8*
Name: *Evening Cicada* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *July-August*
Netting Time (Day): *Dawn, Late Afternoon, Evening*
Buy: *N/A*
Sell: *850*

Number: *9*
Name: *Common Dragonfly* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *September-October*
Netting Time (Day): *Day—Morning, Day—Afternoon, Evening*
Buy: *N/A*
Sell: *80*

Number: *10*
Name: *Red Dragonfly* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *May-July*
Netting Time (Day): *Day—Morning, Day—Afternoon*
Buy: *N/A*
Sell: *130*

Number: *11*
Name: *Darner Dragonfly* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *June-July*
Netting Time (Day): *Day—Morning, Day—Afternoon*
Buy: *N/A*
Sell: *200*

Number: *12*
Name: *Banded Dragonfly* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *July-August*
Netting Time (Day): *Day—Morning, Day—Afternoon*
Buy: *N/A*
Sell: *4,500*

Number: *13*
Name: *Cricket* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *September-November*
Netting Time (Day): *Night—Late, Dawn, Evening, Night—Early*
Buy: *N/A*
Sell: *130*

Number: *14*
Name: *Grasshopper* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *August-September*
Netting Time (Day): *Day—Morning, Day—Afternoon*
Buy: *N/A*
Sell: *130*

Number: *15*
Name: *Pine Cricket* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *September-October*
Netting Time (Day): *Night—Late, Dawn, Evening, Night—Early*
Buy: *N/A*
Sell: *100*

Number: *16*
Name: *Bell Cricket* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *September-October*
Netting Time (Day): *Night—Late, Dawn, Evening, Night—Early*
Buy: *N/A*
Sell: *430*

Number: *17*
Name: *Ladybug* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *March-July, October*
Netting Time (Day): *Day—Morning, Day—Afternoon*
Buy: *N/A*
Sell: *130*

Number: *18*
Name: *Spotted Ladybug* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *March-July, October*
Netting Time (Day): *Day—Morning, Day—Afternoon*
Buy: *N/A*
Sell: *200*

Number: *19*
Name: *Mantis* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *August-October*
Netting Time (Day): *Day—Morning, Day—Afternoon*
Buy: *N/A*
Sell: *430*

Number: *20*
Name: *Long Locust* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *August-November*
Netting Time (Day): *Day—Morning, Day—Afternoon, Evening (August-October)*
Buy: *N/A*
Sell: *200*

Number: *21*
Name: *Migratory Locust* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *September-November*
Netting Time (Day): *Day—Morning, Day—Afternoon, Evening (September-October)*
Buy: *N/A*
Sell: *1,350*

Number: *22*
Name: *Cockroach* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *March-November*
Netting Time (Day): *24 Hours*
Buy: *N/A*
Sell: *1*

Number: *23*
Name: *Bee* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *All Year*
Netting Time (Day): *24 Hours*
Buy: *N/A*
Sell: *4,500*

Number: *24*
Name: *Firefly* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *June*
Netting Time (Day): *Night—Late, Night—Early*
Buy: *N/A*
Sell: *250*

Number: *25*
Name: *Drone Beetle* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *July-August*
Netting Time (Day): *24 Hours*
Buy: *N/A*
Sell: *80*

Number: *26*
Name: *Longhorn Beetle* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *June-August*
Netting Time (Day): *Day—Morning, Day—Afternoon*
Buy: *N/A*
Sell: *200*

Number: *27*
Name: *Jewel Beetle* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *July-August*
Netting Time (Day): *Day—Morning*
Buy: *N/A*
Sell: *3,000*

Number: *28*
Name: *Dynastid Beetle* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *July-August*
Netting Time (Day): *Night—Late, Dawn, Night—Early*
Buy: *N/A*
Sell: *1,350*

Number: *29*
Name: *Flag Stag Beetle* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *June-August*
Netting Time (Day): *Night—Late, Dawn, Night—Early*
Buy: *N/A*
Sell: *2,000*

Number: *30*
Name: *Saw Stag Beetle* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *July-August*
Netting Time (Day): *Night—Late, Dawn, Night—Early*
Buy: *N/A*
Sell: *2,000*

Number: *31*
Name: *Mountain Beetle* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *July-August*
Netting Time (Day): *Night—Late, Dawn, Night—Early*
Buy: *N/A*
Sell: *2,000*

Number: *32*
Name: *Giant Beetle* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *July-August*
Netting Time (Day): *Night—Late, Dawn*
Buy: *N/A*
Sell: *10,000*

Number: *33*
Name: *Pondskater* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *June-September*
Netting Time (Day): *Day—Morning, Day—Afternoon, Evening*
Buy: *N/A*
Sell: *130*

Number: *34*
Name: *Ant* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *All Year*
Netting Time (Day): *24 Hours*
Buy: *N/A*
Sell: *80*

Number: *35*
Name: *Pill Bug* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *All Year*
Netting Time (Day): *24 Hours*
Buy: *N/A*
Sell: *250*

Number: *36*
Name: *Mosquito* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *May-September*
Netting Time (Day): *Evening, Night—Early*
Buy: *N/A*
Sell: *130*

Number: *37*
Name: *Mole Cricket* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *January-May, November-December*
Netting Time (Day): *24 Hours*
Buy: *N/A*
Sell: *200*

Number: *38*
Name: *Spider* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *April-September*
Netting Time (Day): *24 Hours*
Buy: *N/A*
Sell: *300*

Number: *39*
Name: *Snail* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *April-September*
Netting Time (Day): *24 Hours*
Buy: *N/A*
Sell: *250*

Number: *40*
Name: *Bagworm* ☐
Icon: *NON-DIR, SM, ONTOP*
Netting Time (Months): *January-March, October-December*
Netting Time (Day): *24 Hours*
Buy: *N/A*
Sell: *250*

Choosing Priceless Paintings

How Are They Primarily Found?

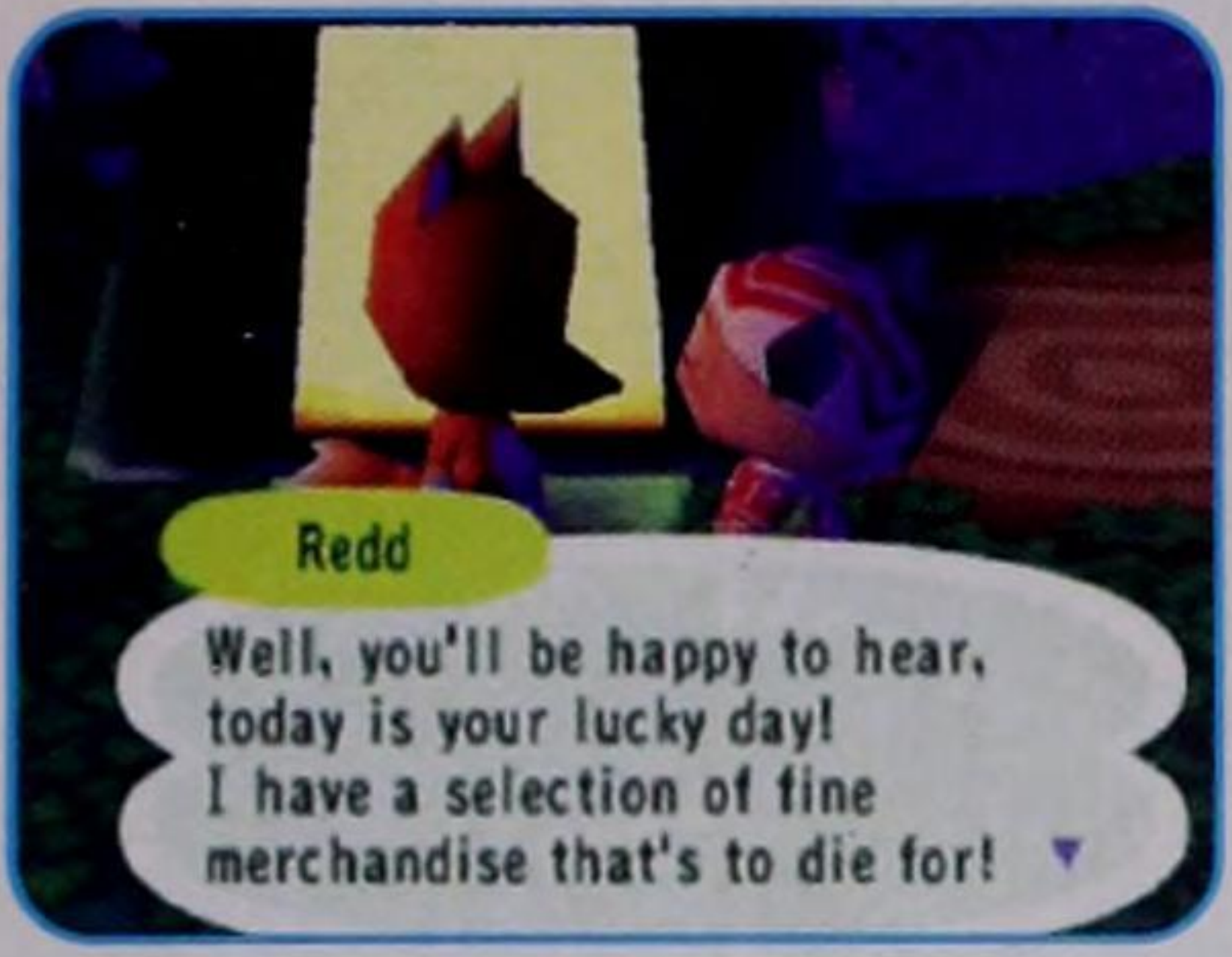
- Purchasing from Tom Nook
- Purchasing from Crazy Redd
- Inhabitants' chores
- Collectible cards

There are only 15 Paintings in the entire game, and all of them make a fabulous addition to your rapidly expanding home. But are these luxury art pieces really needed? They certainly are if you want to show off your home!

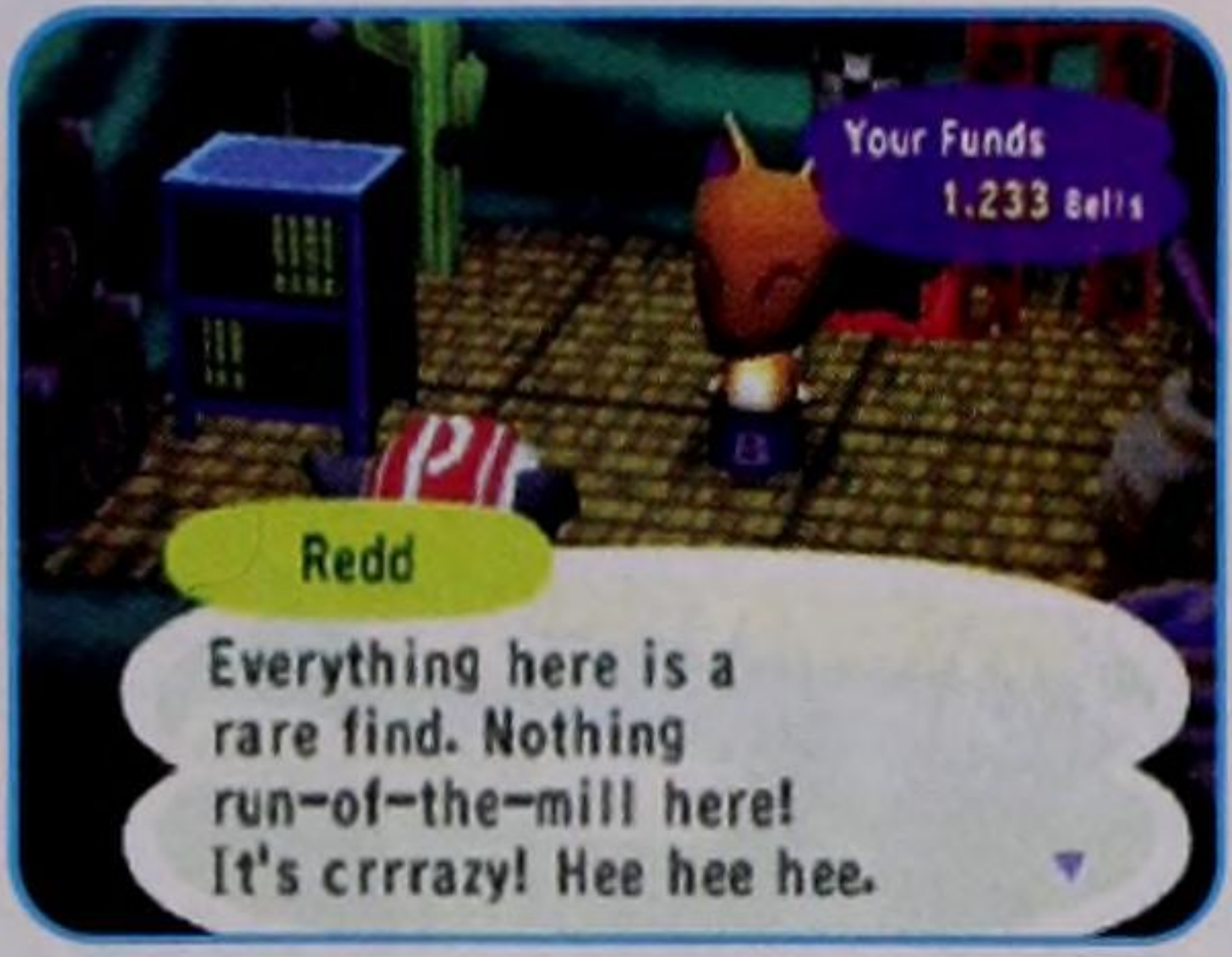
However, the Museum needs every single Painting for its collection, too. Help out by donating any Painting you get your hands on. They get added to your catalog so you can order one for yourself.

Your Funds
6,162 Bells

Be on the lookout for Paintings, and when Tom Nook has one in stock, immediately snag it and give it to the Museum. The chances of that Painting appearing again are slim, so be ready!

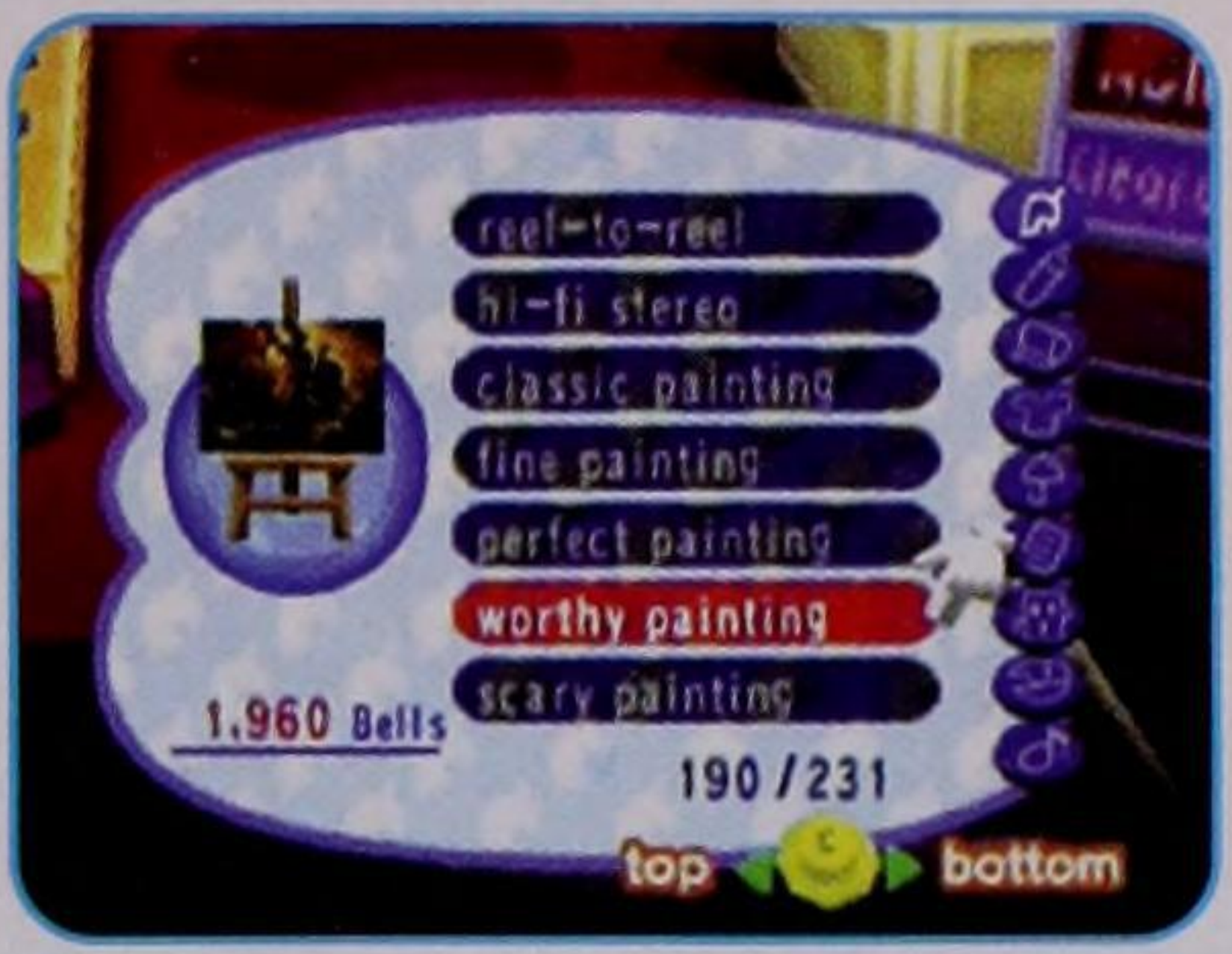

Redd
Well, you'll be happy to hear, today is your lucky day! I have a selection of fine merchandise that's to die for!

Crazy Redd has the even rarer Paintings, and he charges outrageous amounts for them! You must buy the rare Paintings to complete your collection.


Your Funds 1,233 Bells
Redd
Everything here is a rare find. Nothing run-of-the-mill here! It's crrrazy! Hee hee hee.

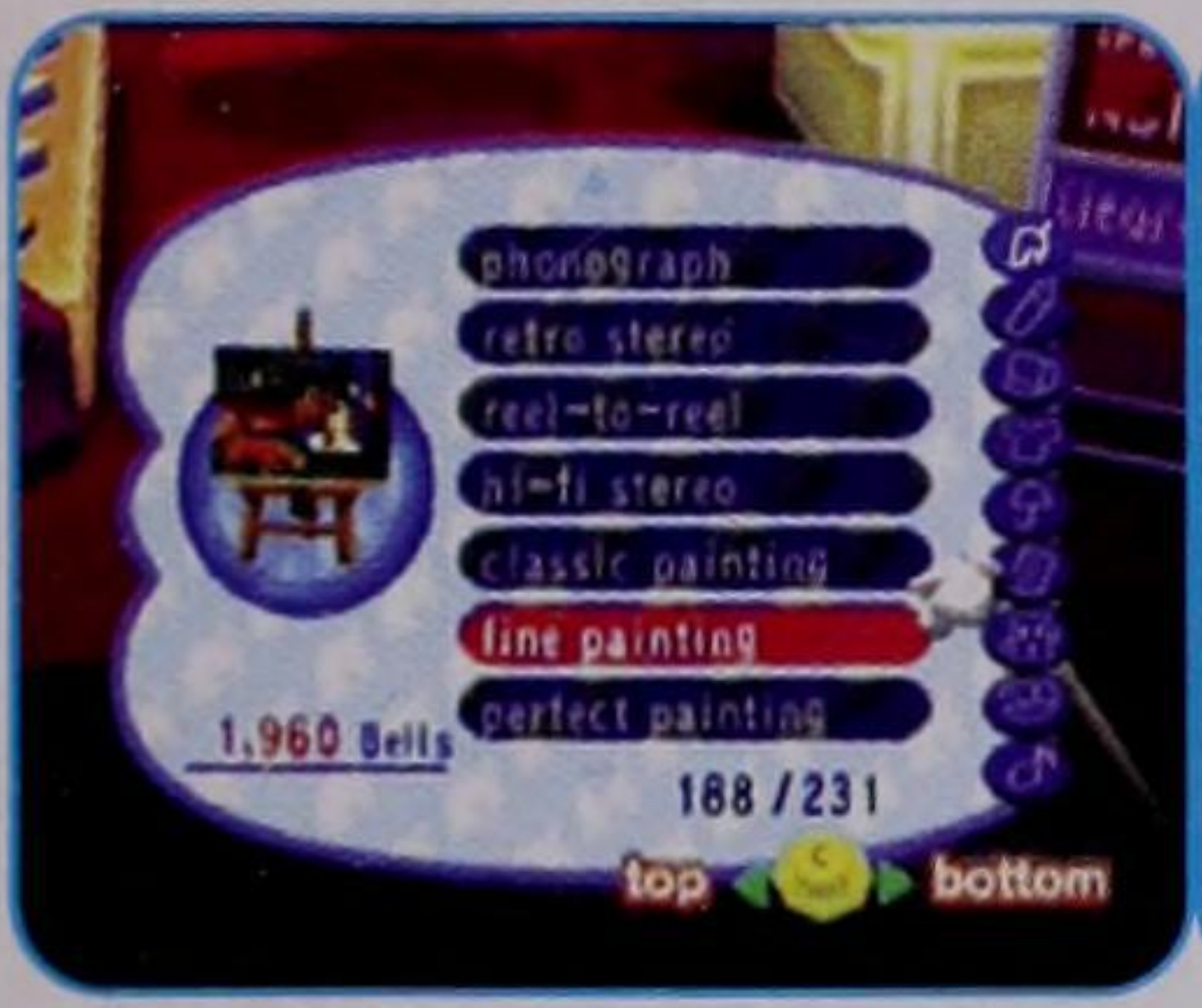
Keep a careful record of what Paintings you've bought (tick them off in the list below!) so you don't buy a picture you already gave to the museum. The list below shows the Paintings Crazy Redd sells. You won't find them anywhere else.

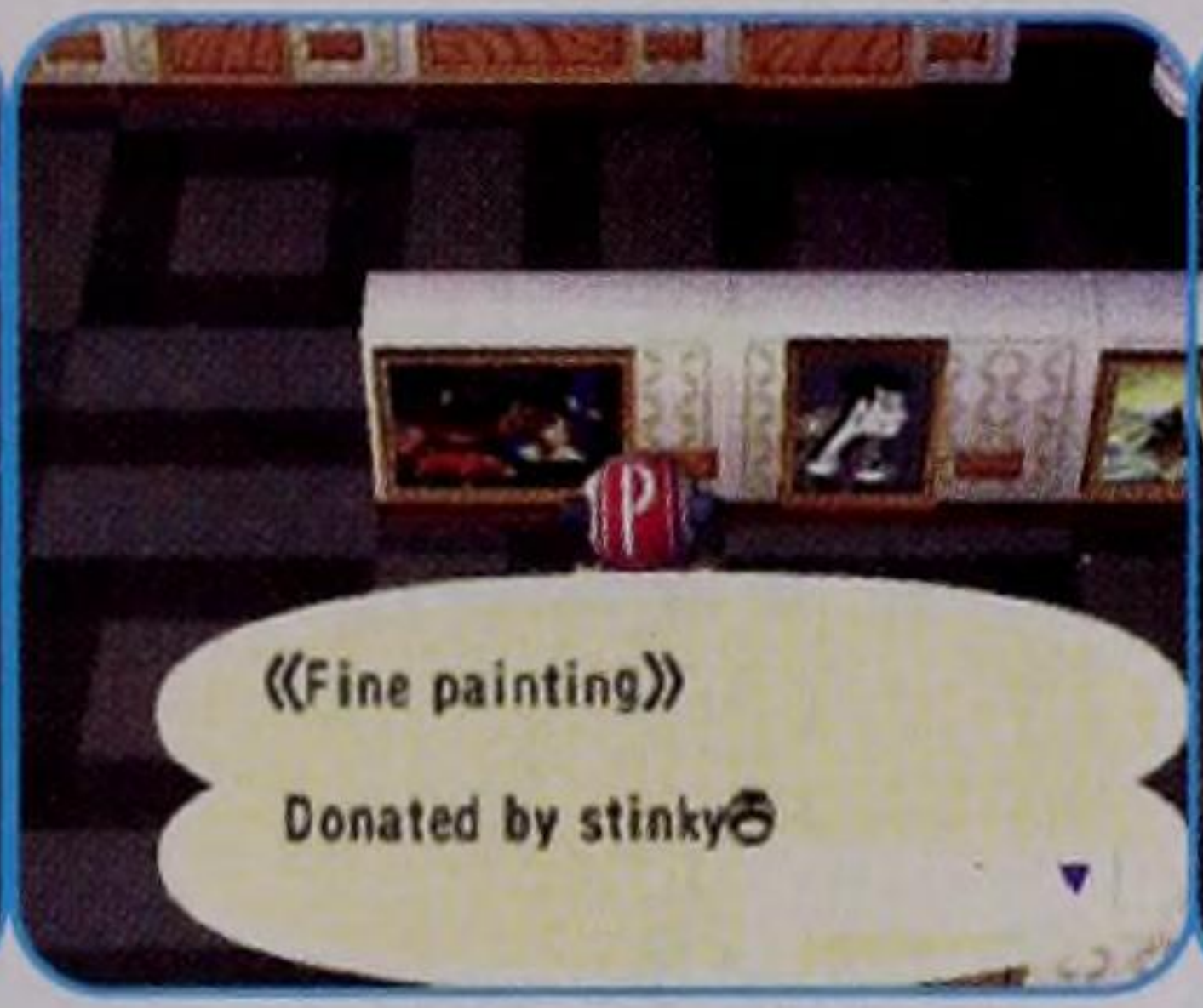
Art appreciation is one thing, but helping out your Museum is more important. And because you can order from Tom Nook, you can buy Paintings you've found, and sell (or give) them to your friends to complete their Museums' Painting collections.

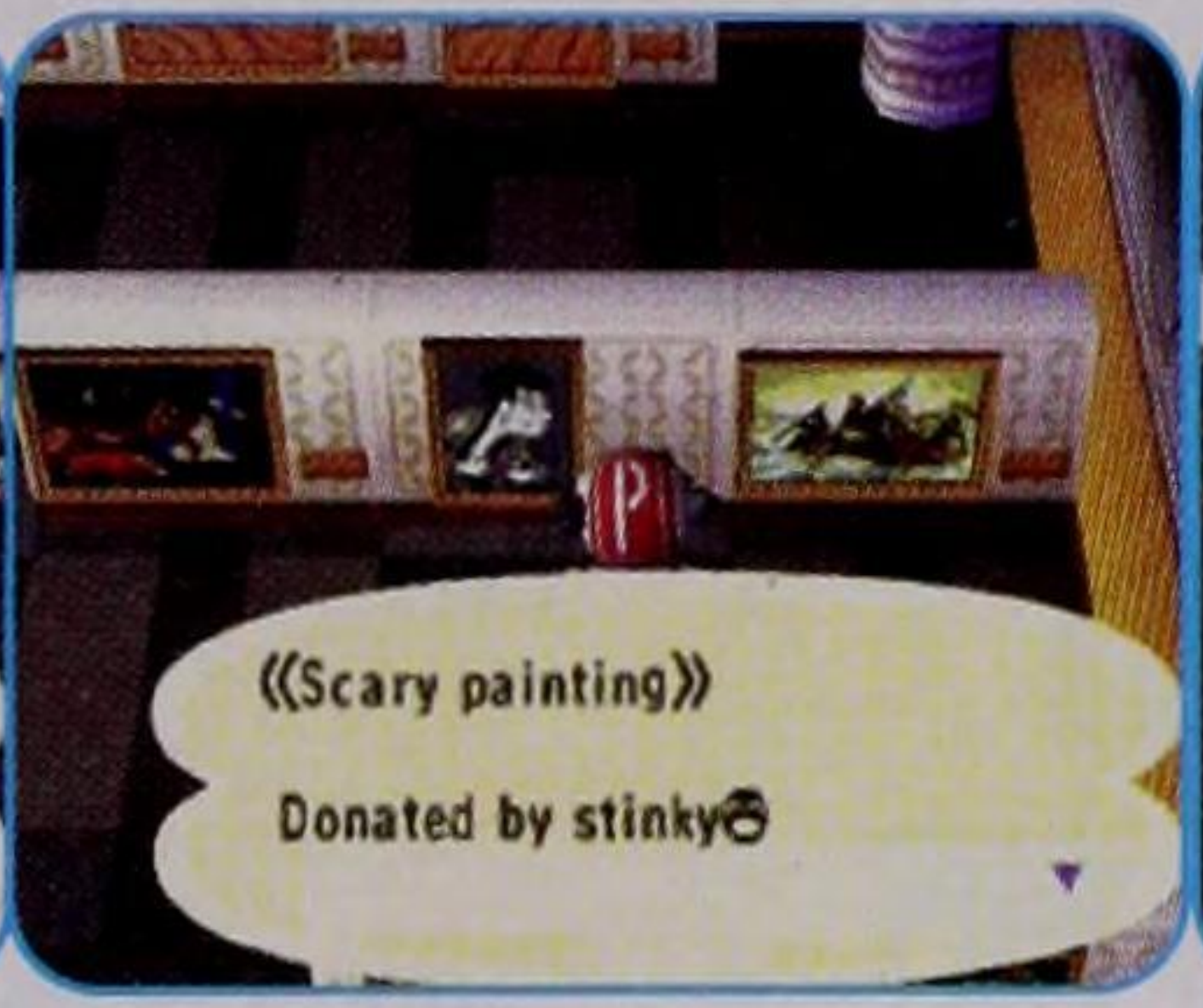

reel-to-reel
hi-fi stereo
classic painting
fine painting
perfect painting
worthy painting
scary painting
1,960 Bells
190 / 231
top
bottom

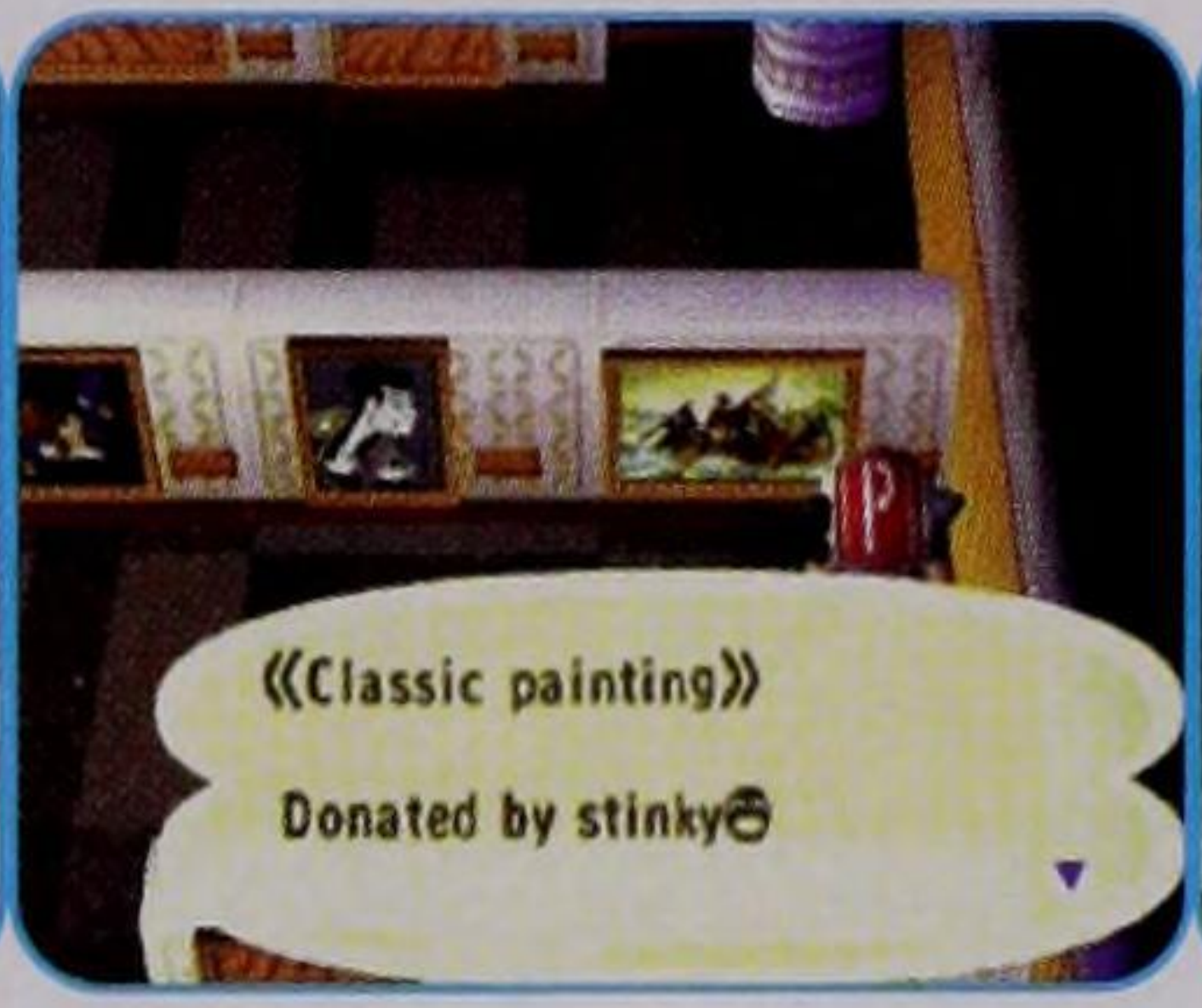
Finally, please note that the Paintings are part of the furniture list in Tom Nook's catalog.

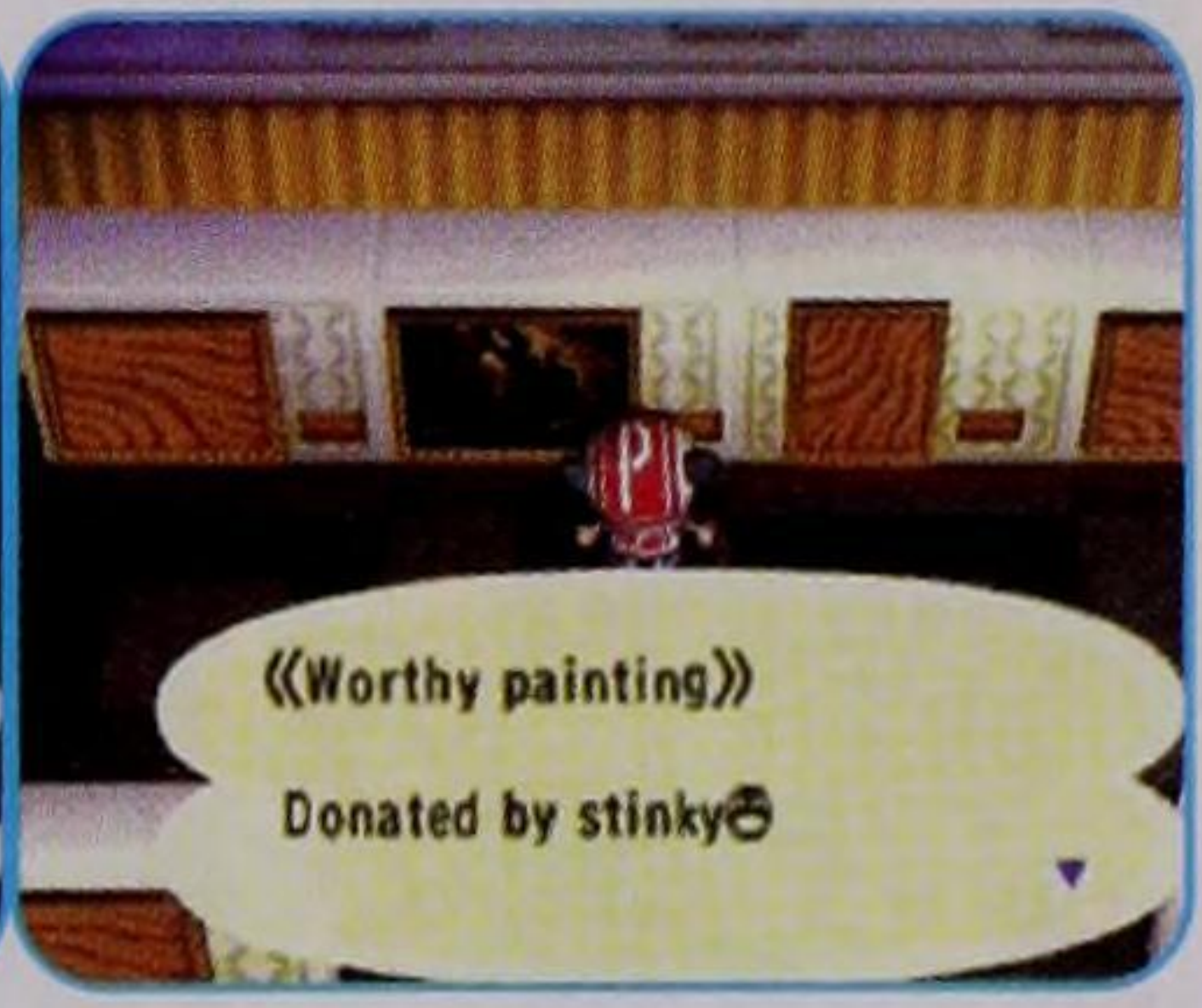
Complete Painting Collection


phonograph
retro stereo
reel-to-reel
hi-fi stereo
classic painting
fine painting
perfect painting
1,960 Bells
188 / 231
top
bottom


《Fine painting》
Donated by stinky


《Scary painting》
Donated by stinky


《Classic painting》
Donated by stinky


《Worthy painting》
Donated by stinky

Number: *1*
Name: *Famous Painting* ☐
Icon: *NON-DIR, SM, CR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*

Number: *2*
Name: *Basic Painting* ☐
Icon: *NON-DIR, SM, CR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*

Number: *3*
Name: *Scary Painting* ☐
Icon: *NON-DIR, SM, CR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*

Number: *4*
Name: *Moving Painting* ☐
Icon: *NON-DIR, SM, CR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*

Number: *5*
Name: *Flowery Painting* ☐
Icon: *NON-DIR, SM, CR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*

Number: *6*
Name: *Common Painting* ☐
Icon: *NON-DIR, SM, CR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*

Number: *7*
Name: *Quaint Painting* ☐
Icon: *NON-DIR, SM, CR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*

Number: *8*
Name: *Dainty Painting* ☐
Icon: *NON-DIR, SM, CR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*

Number: *9*
Name: *Amazing Painting* ☐
Icon: *NON-DIR, SM, CR*
Time Frame: *18:00-18:00 (Crazy Redd visit)*

Number: *10*
Name: *Strange Painting* ☐
Icon: *NON-DIR, SM, A*
Time Frame: *None*

Number: *11*
Name: *Rare Painting* ☐
Icon: *NON-DIR, SM, A*
Time Frame: *None*

Number: *12*
Name: *Classic Painting* ☐
Icon: *NON-DIR, SM, A*
Time Frame: *None*

Number: *13*
Name: *Perfect Painting* ☐
Icon: *NON-DIR, SM, A*
Time Frame: *None*

Number: *14*
Name: *Fine Painting* ☐
Icon: *NON-DIR, SM, A*
Time Frame: *None*

Number: *15*
Name: *Worthy Painting* ☐
Icon: *NON-DIR, SM, A*
Time Frame: *None*

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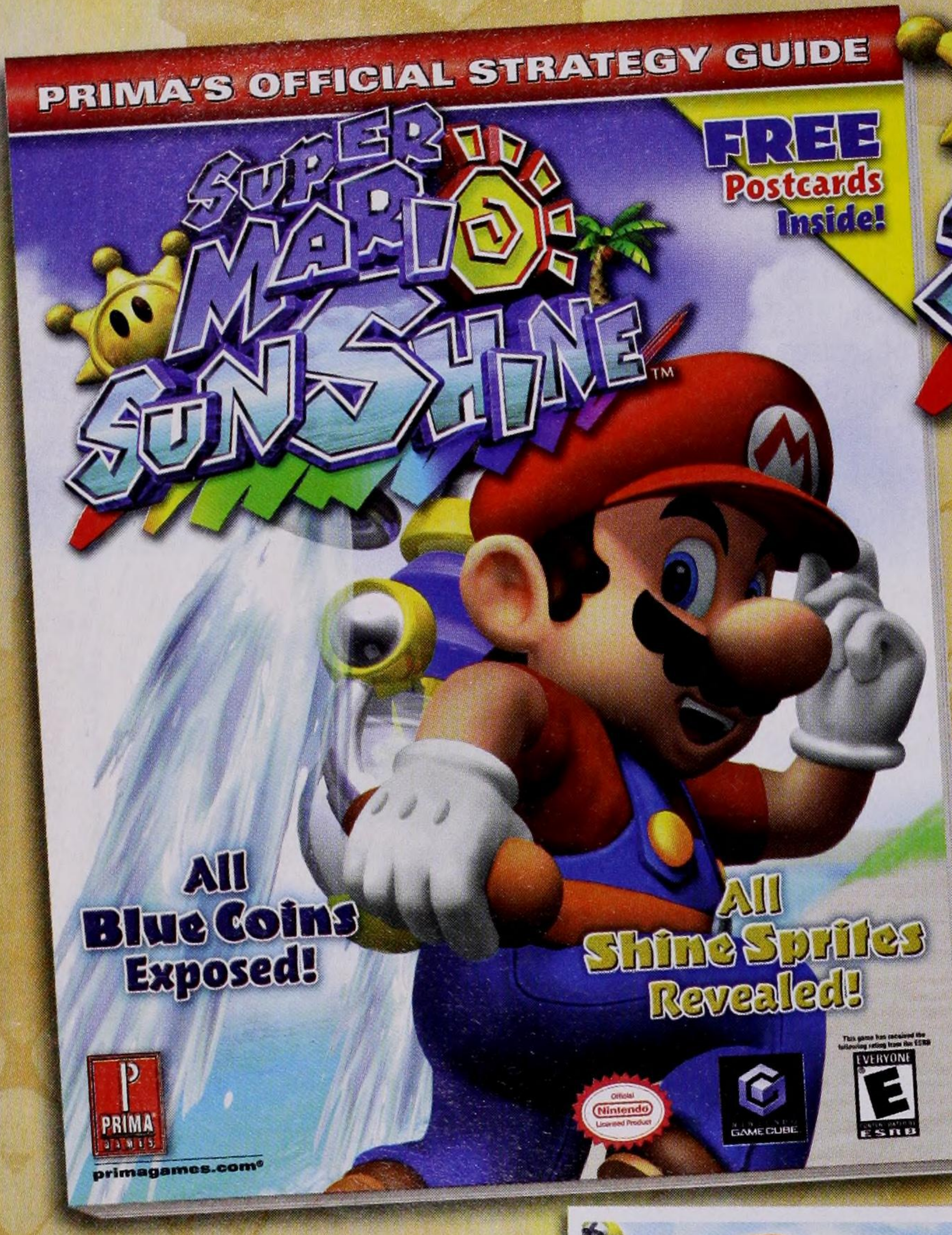
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